

Steven The Sword Fighter

1020-013

Final Board

Date: July 24 2013

AUG 08 2013

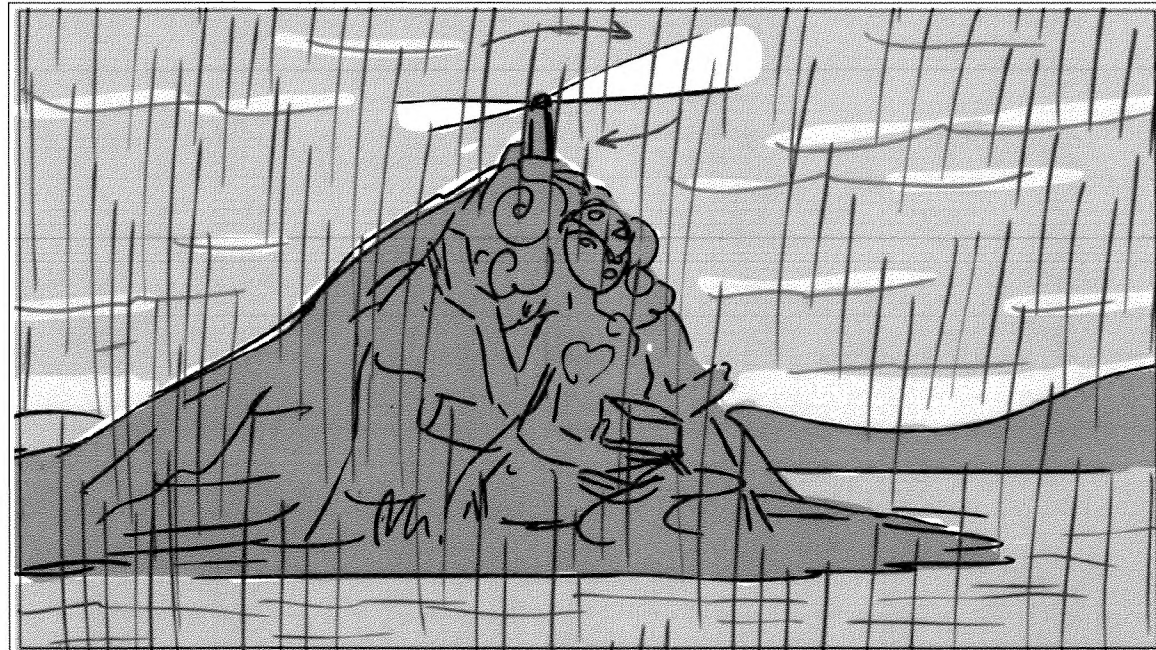
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Scene	Panel
1	1



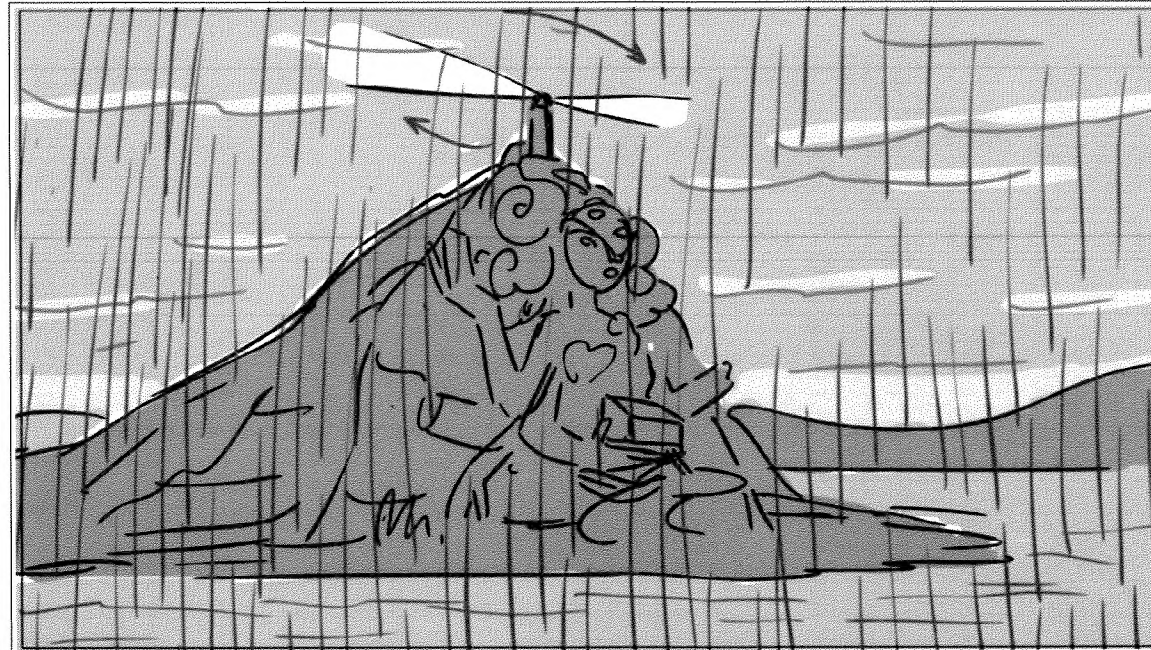
Action Notes

Raining - Light from lighthouse spinning counter-clockwise.

Slugging

Panels 1 + 2 = 2.08

Scene	Panel
1	2



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Scene	Panel
2	1



Action Notes
Rain Cycle.

Slugging
Panels 1 + 2 = 1.14

Scene	Panel
2	<i>CONT</i> 2



Dialogue
LION: *YAWN*

Action Notes
Lion yawns sleepily.
Rain Cycle.

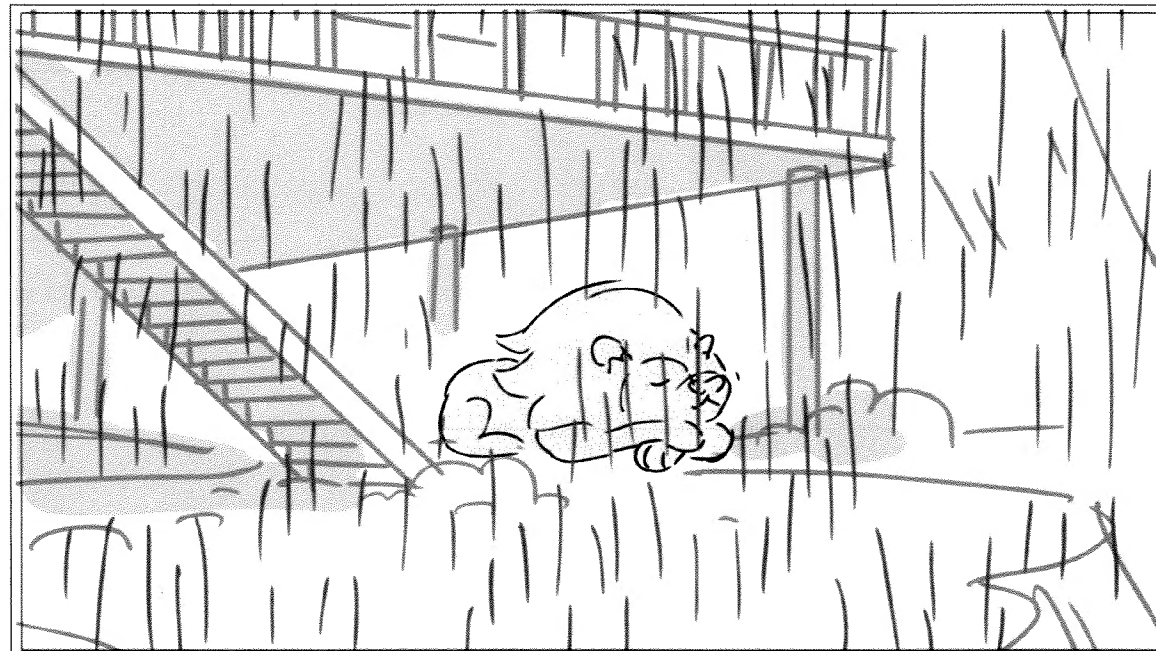
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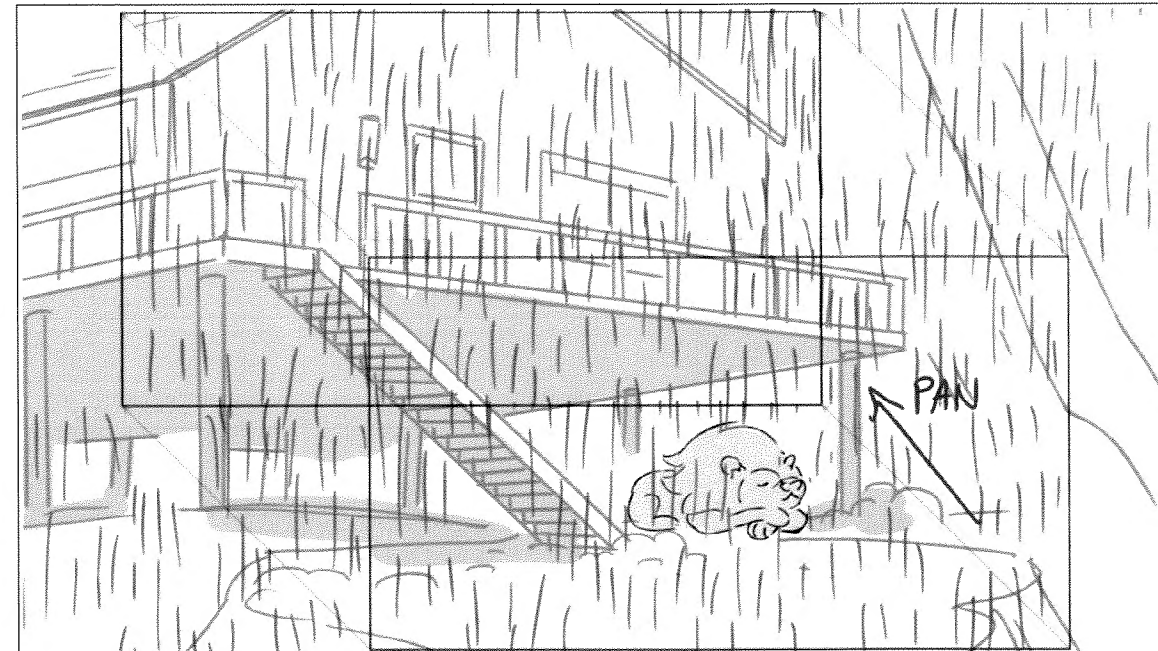
Scene 2 Panel 3
CONT



Action Notes
Lion lays his head down.

Slugging
1.01

Scene 2 Panel 4
CONT



Dialogue
SFX: *Lonely Blade music*

Action Notes
Camera pan up NW to the door.
Lonely Blade music fade in (heavy brass like a Kurosawa film).

Slugging
ADJ: 1.02

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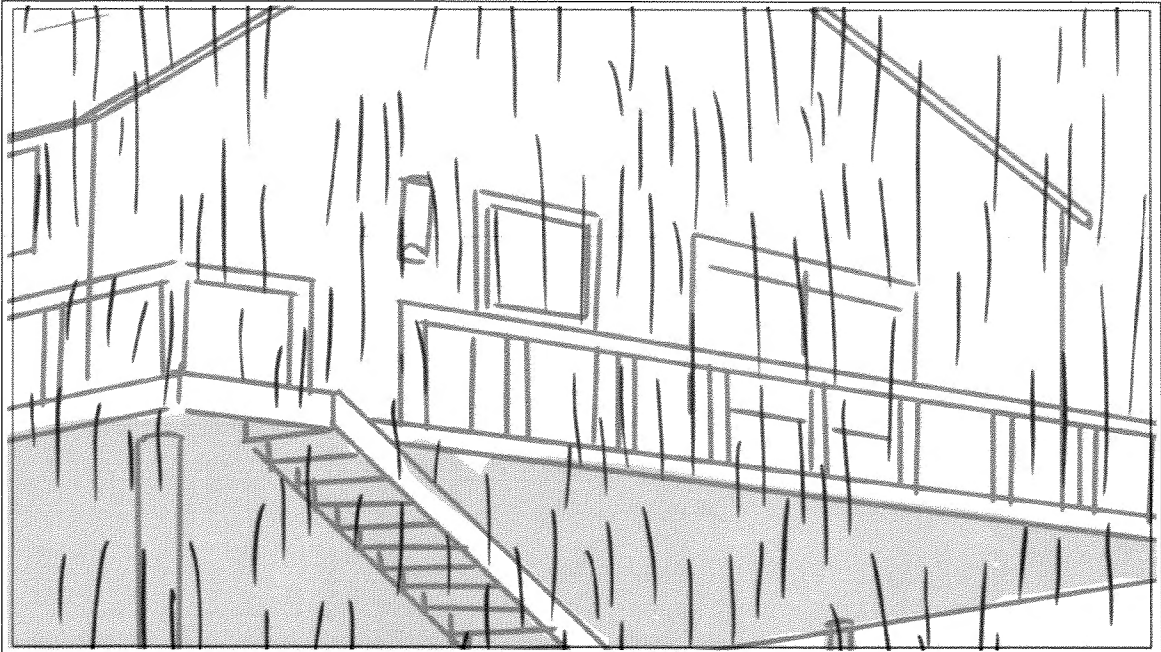
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Scene	Panel
	2 <i>CONT</i> 5



Dialogue

SFX: *Lonely Blade music*

Action Notes

Rain Cycle.

Slugging

1.00

Scene	Panel
	3 1



Dialogue

LONELY BLADE (In Japanese): Omae Dana!
"It was you!"

Action Notes

Black and white samurai movie.
Rain is falling in TV and outside window.

Slugging

0.13

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Scene 3 Panel 2
CONT



Dialogue
"It was you!"

Slugging
1.02

Scene 3 Panel 3
CONT



Dialogue
LB: Omaega Aniewo Koroshita...
"You were the one who killed my brother."

Slugging
2.06

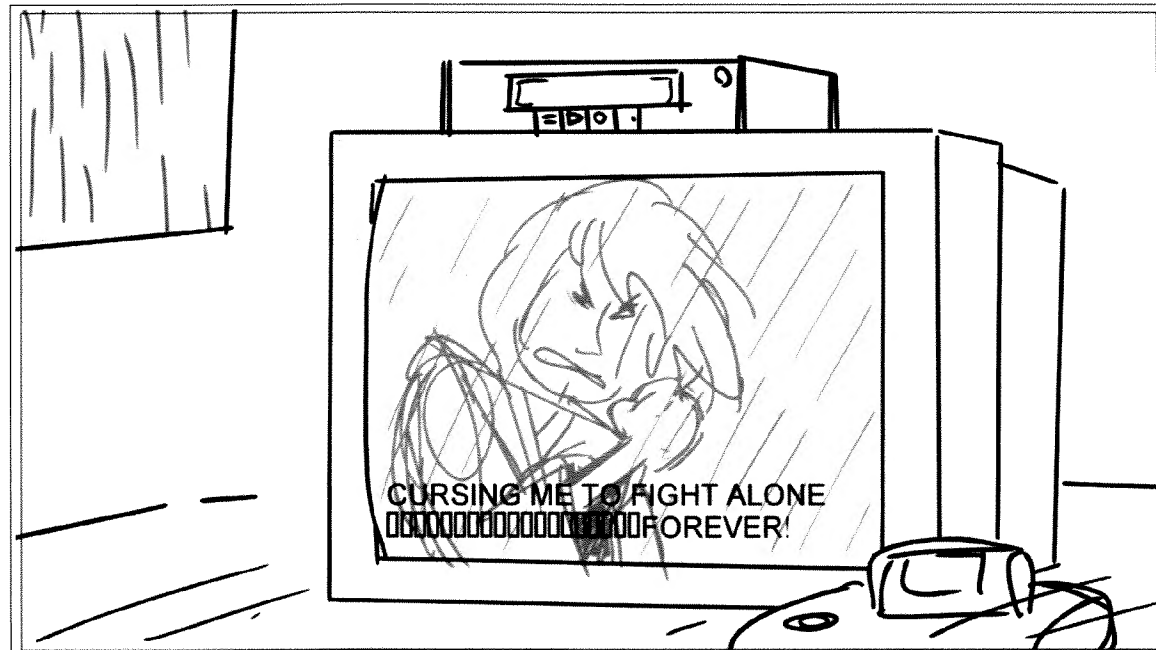
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Scene 3 Panel 4
CONT



Dialogue

LB: ...Aniueno Kataki, Utasetemorau!
"Cursing me to fight alone forever!"

Slugging

3.11

Scene 3 Panel 5
CONT



Dialogue

"Cursing me to fight alone forever!"

Action Notes

Lightning flash on TV!

Slugging

0.12

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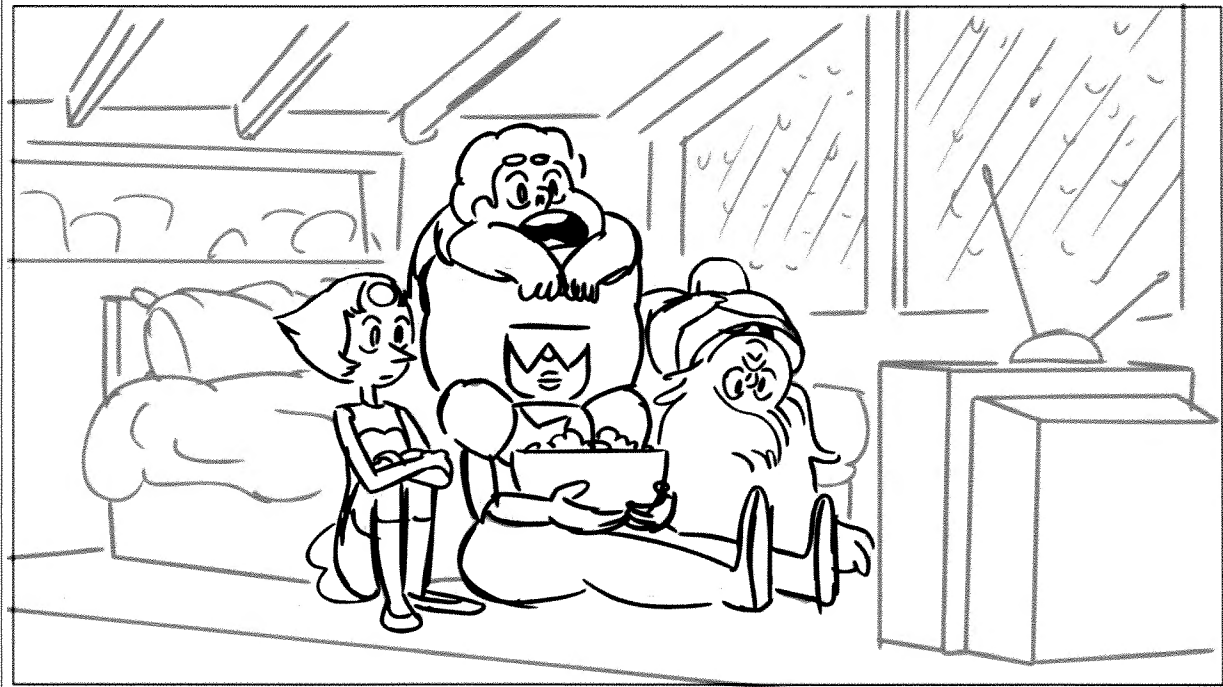
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Scene	Panel
4	1



Dialogue

STEVEN: Ooooh Lonely Blade,

EVIL JANITOR (Offscreen): Hahahaha Sono Toori Da!

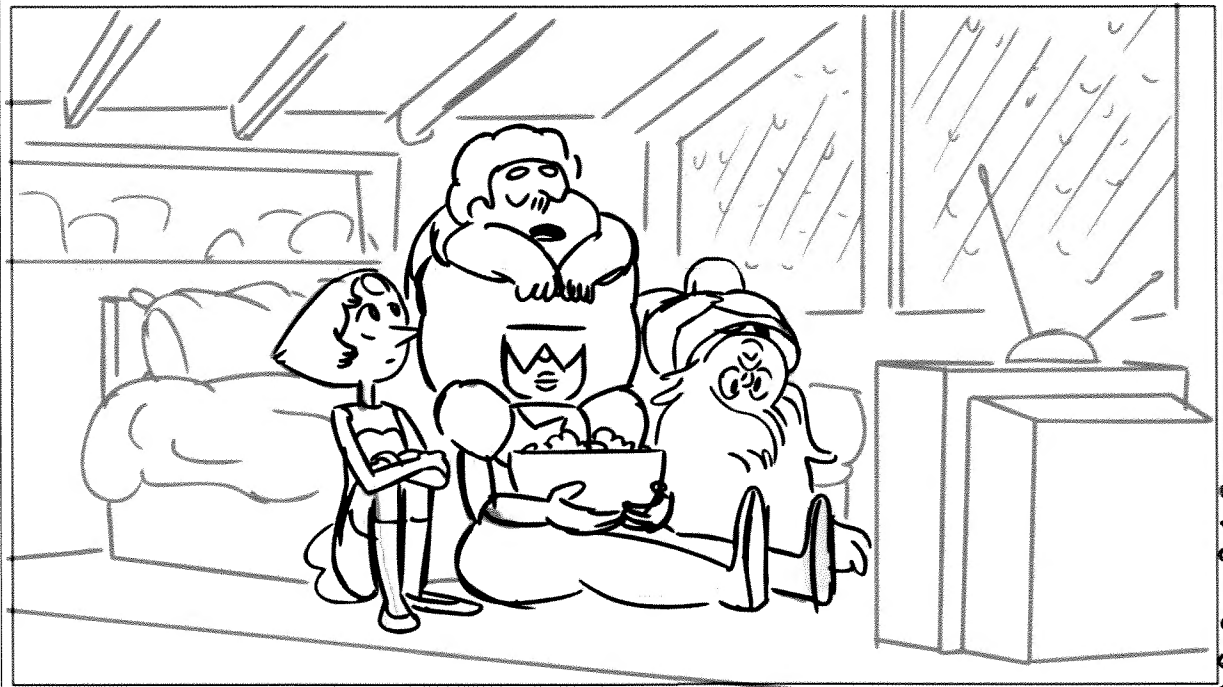
Action Notes

Rain splatters on the window.

Slugging

2.03

Scene	Panel
4	2



Dialogue

STEVEN: ...you so lonely.

EVIL JANITOR (Offscreen): Hahahaha Sono Toori Da!

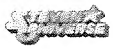
Slugging

2.00

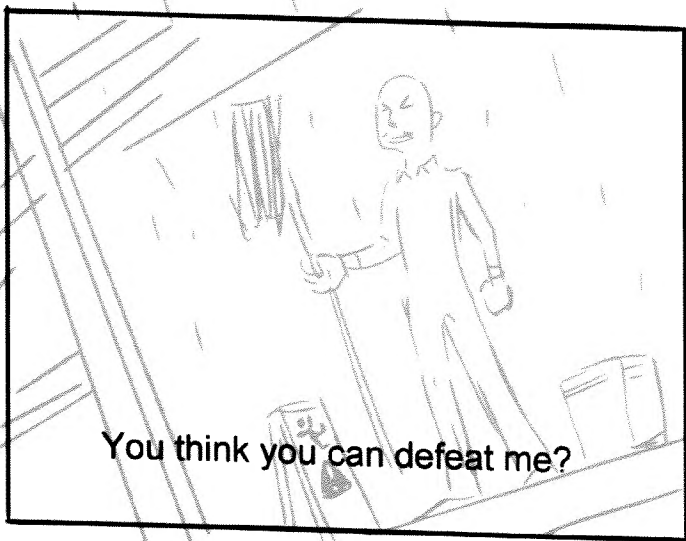
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Scene	Panel
5	1



You think you can defeat me?

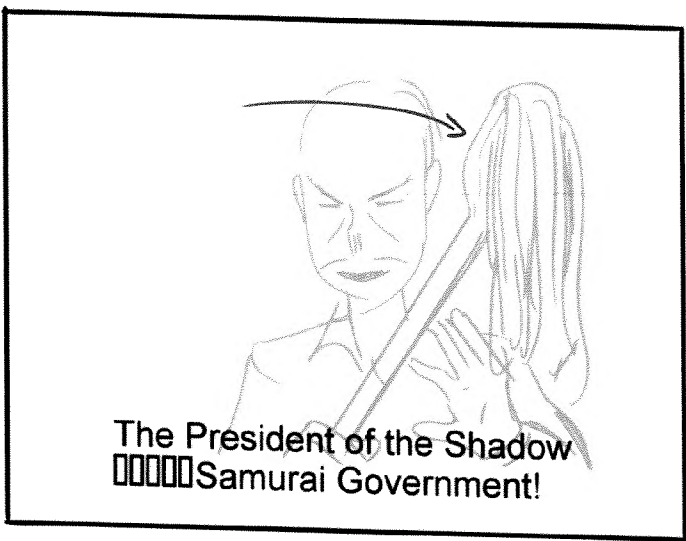
Dialogue

EVIL JANITOR: Kisamagotokini Kagemushano
"You think you can defeat me?"

Slugging

3.00

Scene	Panel
5	2



The President of the Shadow
Samurai Government!

Dialogue

EVIL JANITOR: Tanchoudearu Oresamaga Taoserutodemo Omounoka?
"The President of the Shadow Samurai Goverment."

Action Notes

Evil Janitor swings broom from screen left towards right.

Slugging

1.00

Notes

H.U. pose to previous scene.

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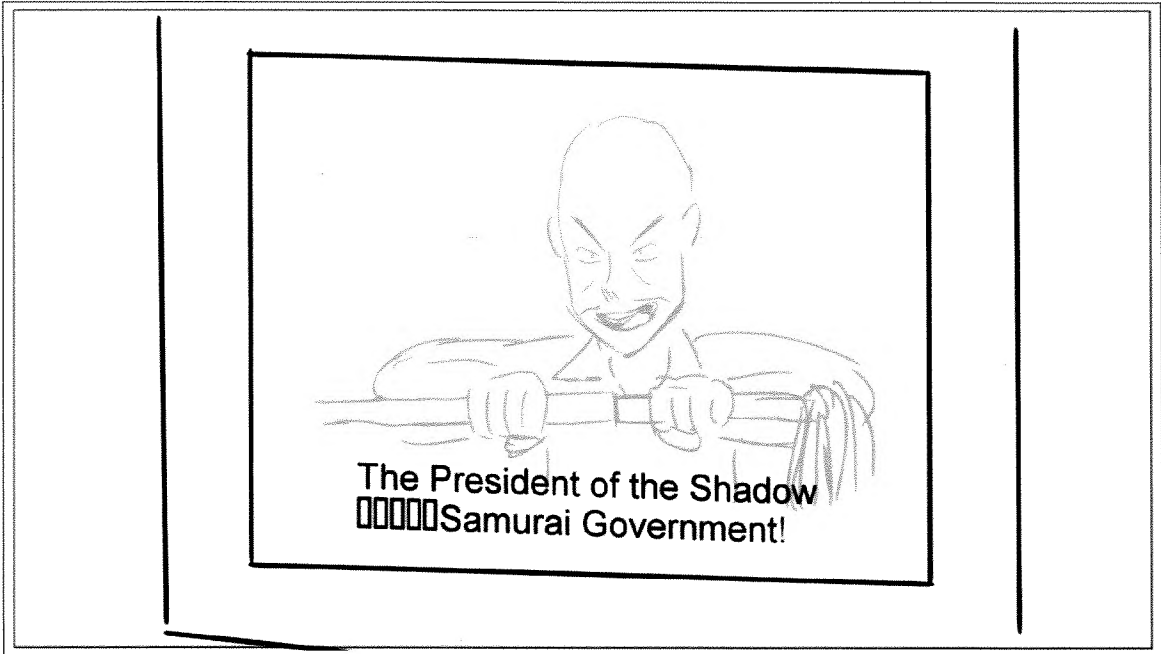
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Scene	Panel
5	CONT

3



Action Notes

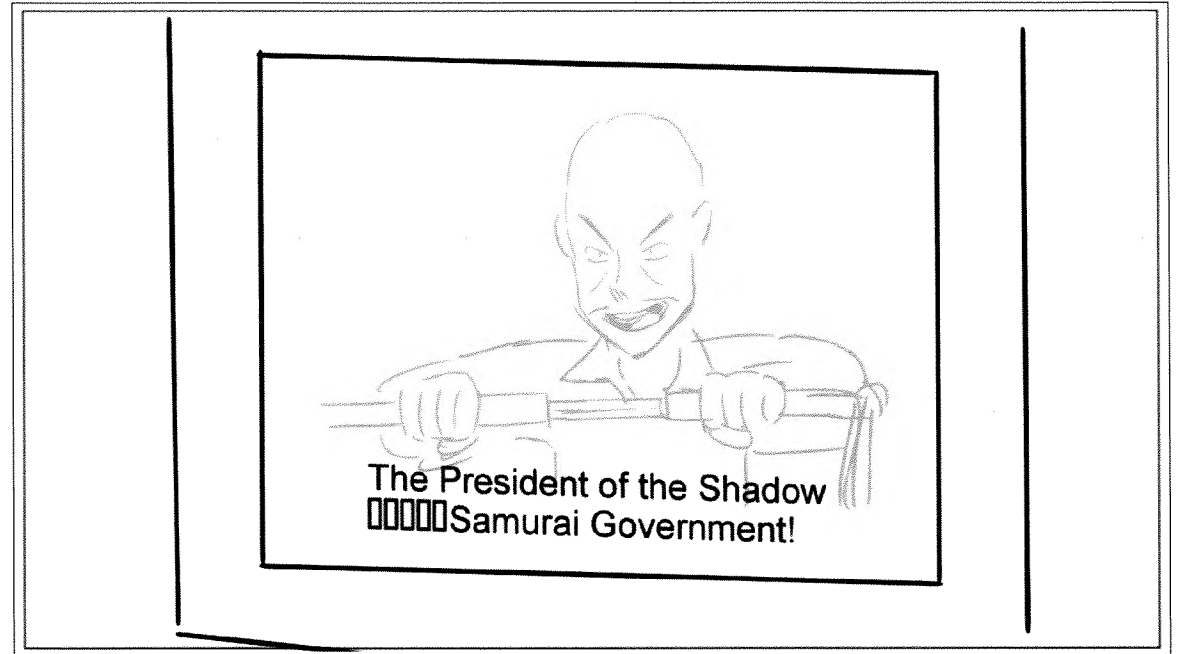
Evil Janitor starts to pull the broom stick apart.

Slugging

2.06

Scene	Panel
5	CONT

4



Action Notes

Evil Janitor unsheaths his mop sword!

Slugging

0.07

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Scene	Panel
5	CONT 5

The President of the Shadow
Samurai Government!

Slugging
0.14

Scene	Panel
6	1

Dialogue
STEVEN: What!

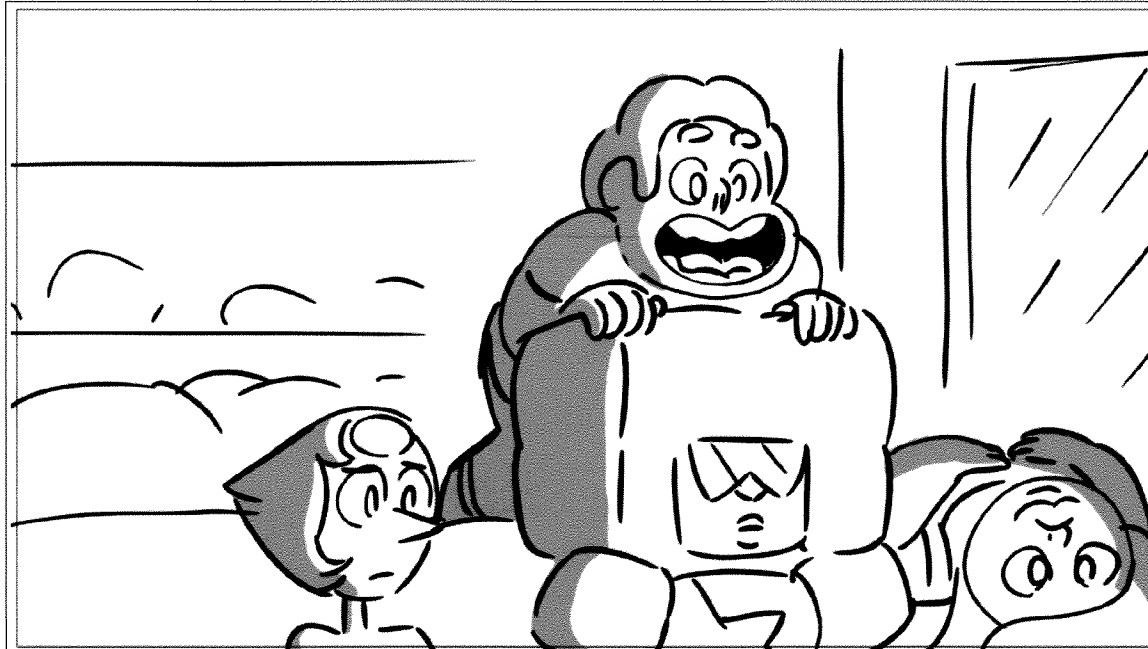
Slugging
Panels 1 + 2 = 6.10

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Scene 6 Panel 2
CONT



Dialogue

STEVEN: The Janitor is the evil samurai president?

Scene 6 Panel 3
CONT



Dialogue

STEVEN: That's Bananas!

Action Notes

Steven slumps down on Garnets hair, Pearl looks up him.

Slugging

2.01

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Scene 6 Panel 4
CONT



Dialogue

PEARL: Oh come on it was so obvious!

Action Notes

Camera ADJ SW towards Pearl.

Slugging

ADJ: 0.05

Then HOLD: 3.01

Scene 6 Panel 5
CONT



Dialogue

PEARL: He's been mopping in the background of every fight scene!

Action Notes

Pearl gestures at the TV.

Slugging

4.00

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Scene Panel
6 **CONT** 6



Dialogue
PEARL: Look...

Action Notes
Pearl reaches down next to her.

Slugging
0.06

Scene Panel
6 **CONT** 7



Dialogue
PEARL: ...here he is on the cover...

Action Notes
Pearl holds up the VHS box.

Slugging
1.04

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Scene	Panel
7	1



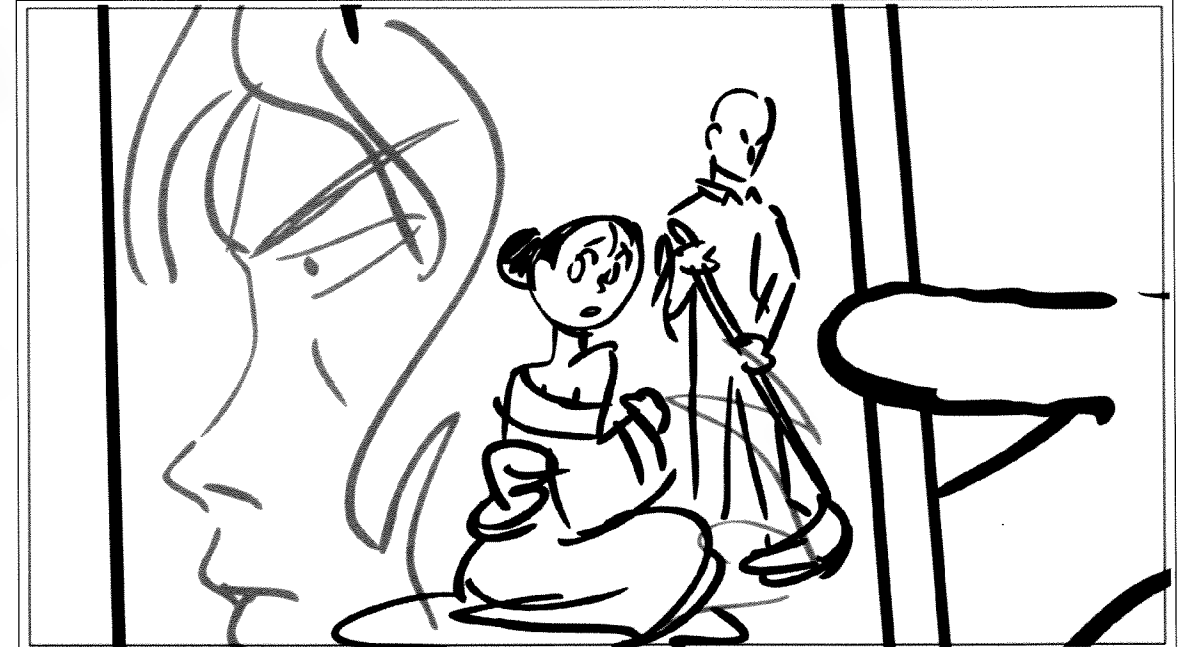
Dialogue

PEARL: ...of the box!

Slugging

1.04

Scene	Panel
8	1



Dialogue

STEVEN: Oh yeah...

Action Notes

Camera cut in close.

Slugging

2.05

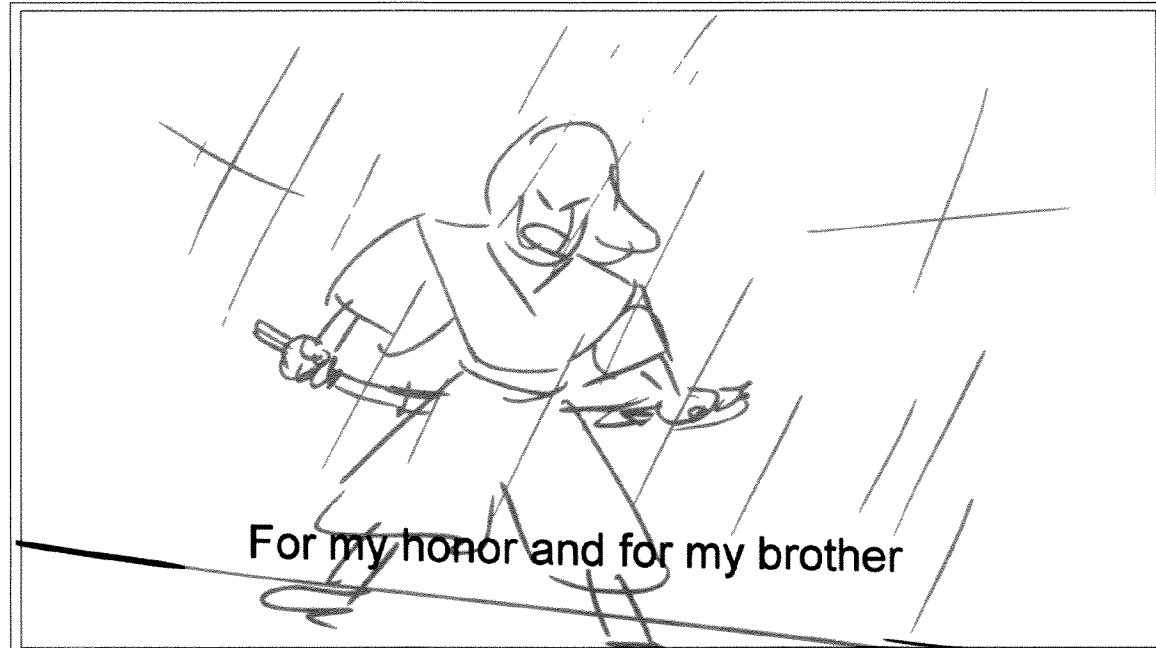
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Scene	Panel
9	1



Dialogue
LB: Mondoumuyou!
"For my honor and for my brother"

Action Notes
Rain is falling.

Slugging
0.14

Scene	Panel
9	2



Slugging
1.00

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Scene	Panel
9	cont 3

I will strike you down!

Dialogue

"I will strike you down."

Action Notes

Lonely blade connects his swords at the hilt.

Slugging

0.15

Scene	Panel
10	1

BOOMERANG...

Dialogue

LB: Kaitenkenbu!

"Bommerang..."

Action Notes

Rain is falling in BG.

Slugging

4.00

Notes

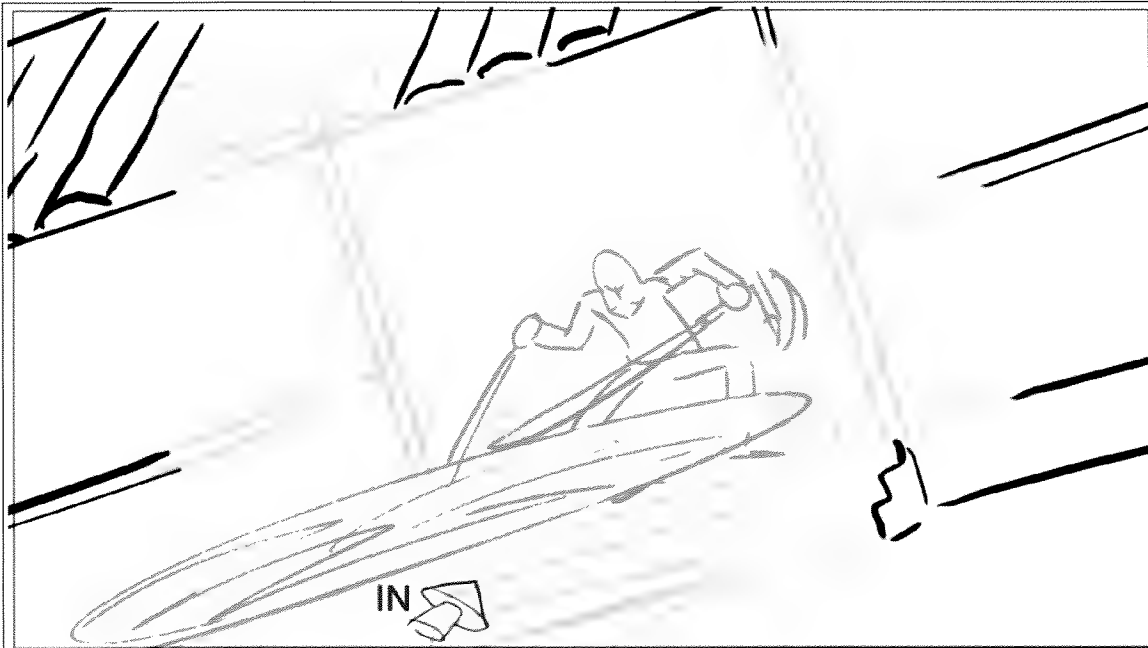
H.U. to previous scene.

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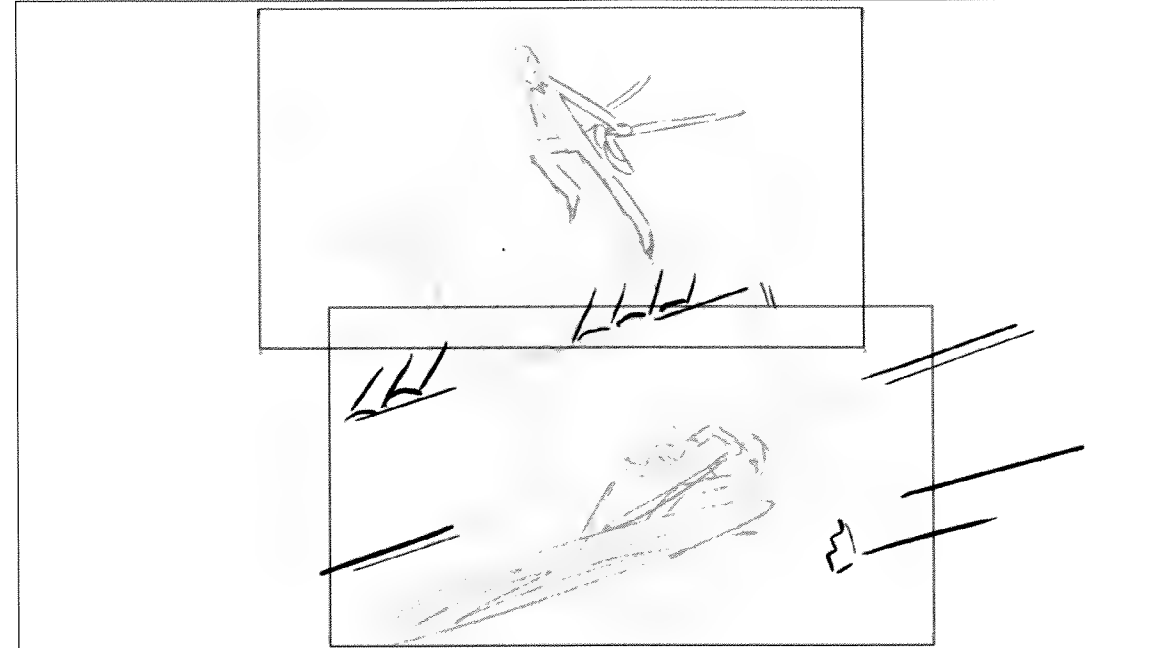
Scene 11 Panel 2
CONT



Action Notes
boomerang blade flies IN towards the evil janitor.

Slugging
0.04

Scene 11 Panel 3
CONT



Action Notes
Evil janitor jumps into the air, camera ADJ up NW to follow him up.

Slugging
ADJ: 0.06
Then HOLD: 0.12

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Scene	Panel
12	1

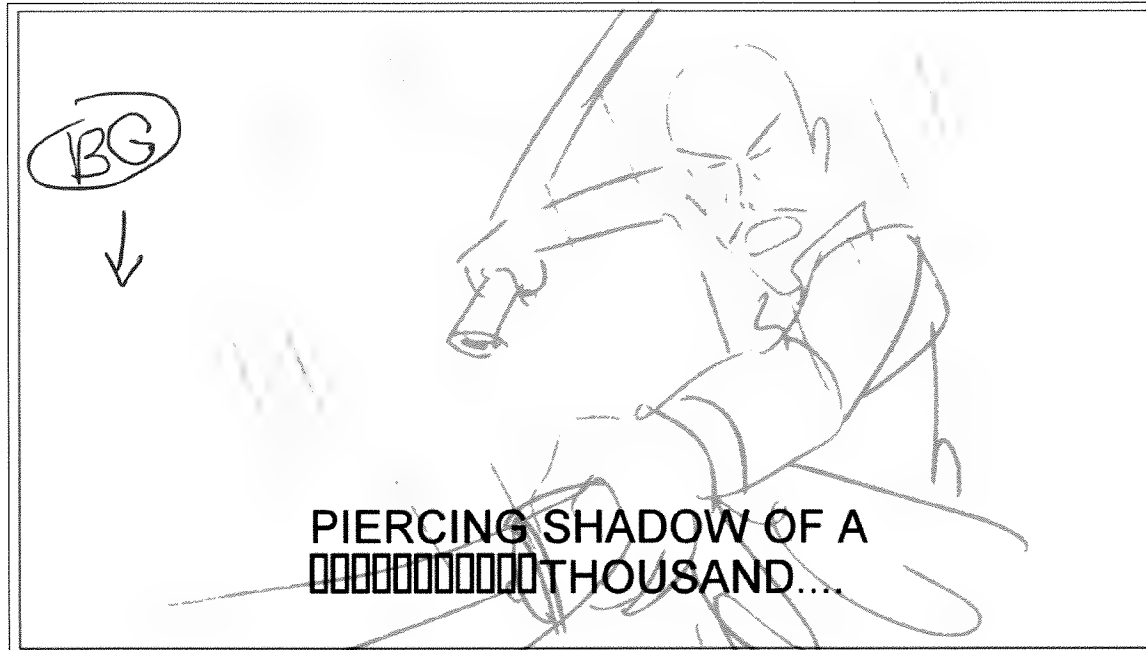


Action Notes
lonely blade looks up.

Rain is falling.

Slugging
0.15

Scene	Panel
13	1



Dialogue
Evil Janitor: Kurugayoi...
"Piercing Shadow of a Thousand..."

Action Notes
BG pans down.

Rain is falling.

Slugging
2.00

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Scene	Panel
14	1

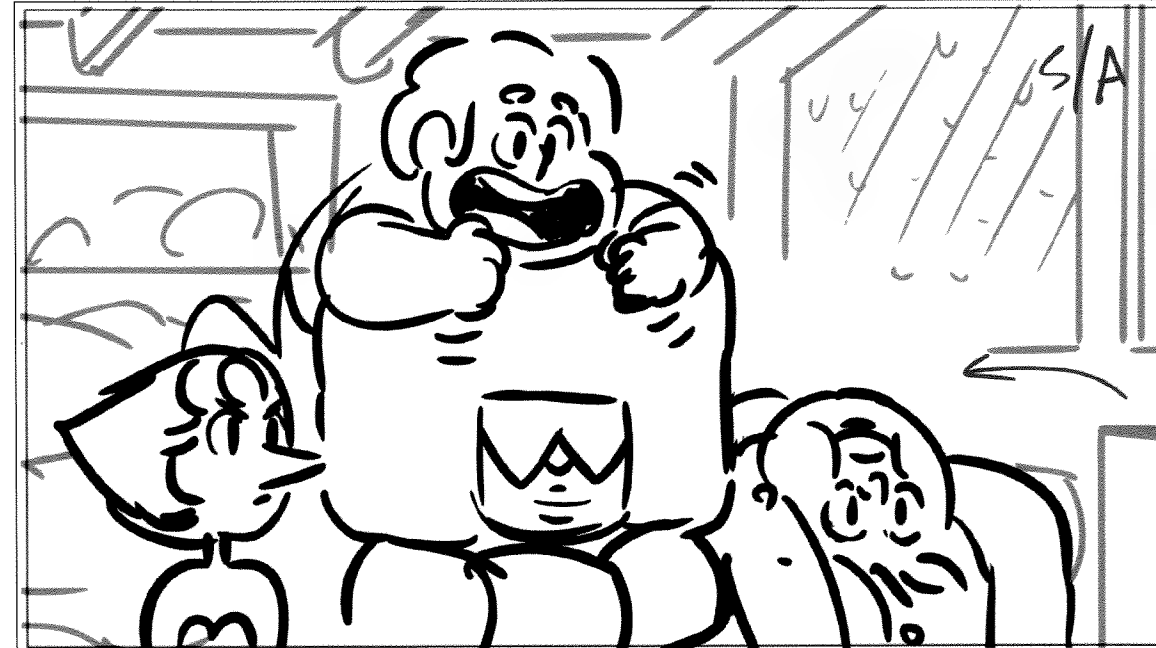


Dialogue
 Evil Janitor: ...Shuntensatsu!
 "...SCREAMS!"

Action Notes
 BG pans down.
 Rain is falling.

Slugging
 3.01

Scene	Panel
15	1



Dialogue
 STEVEN: Go Lonely Go!

Action Notes
 We here sounds of fighting from the TV.
 Amethyst shovels popcorn in her mouth.
 Steven is shaking his arms with excitement.

Slugging
 Panels 1 + 2 = 4.13

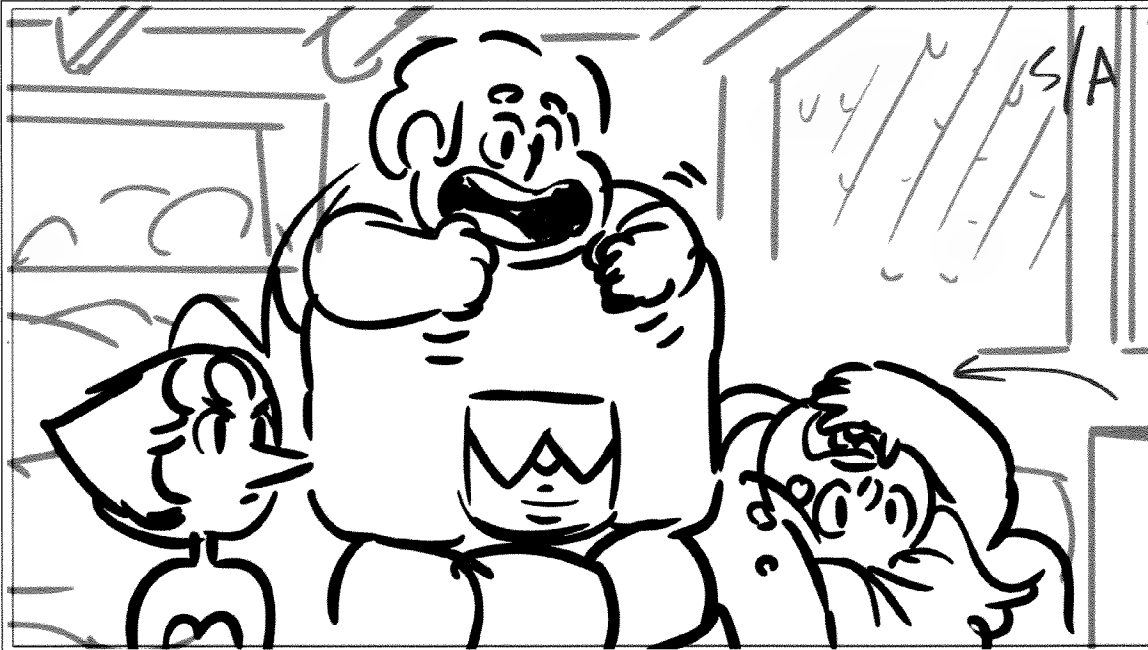
Notes
 Need -SP- for Amethyst.

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Scene	Panel
15	<i>CONT</i>

**Dialogue**

STEVEN: Do the boomerang blade again!

Action Notes

We here sounds of fighting from the TV.

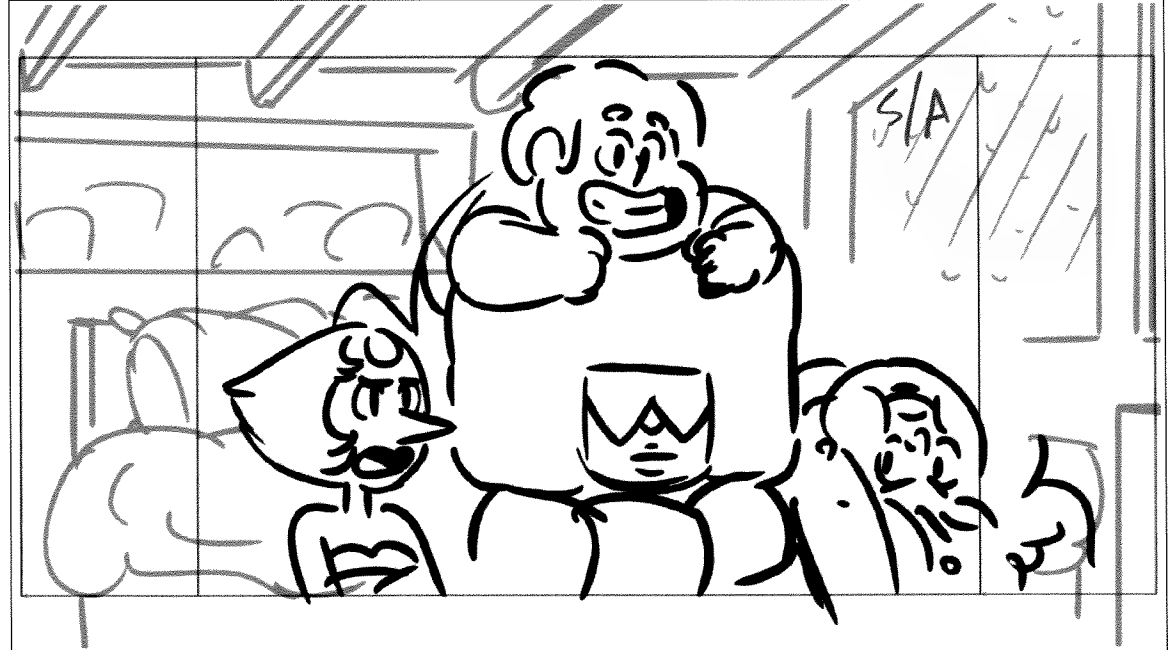
Amethyst shovels popcorn in her mouth.

Steven is shaking his arms with excitement.

Notes

Need -SP- for Amethyst.

Scene	Panel
15	<i>CONT</i>

**Dialogue**

PEARL: Oh come on, this is ridiculous!

Action Notes

Camera ADJ W - screen left.

Amethyst looks at Pearl.

Slugging

ADJ: 1.03

Then HOLD: 2.08

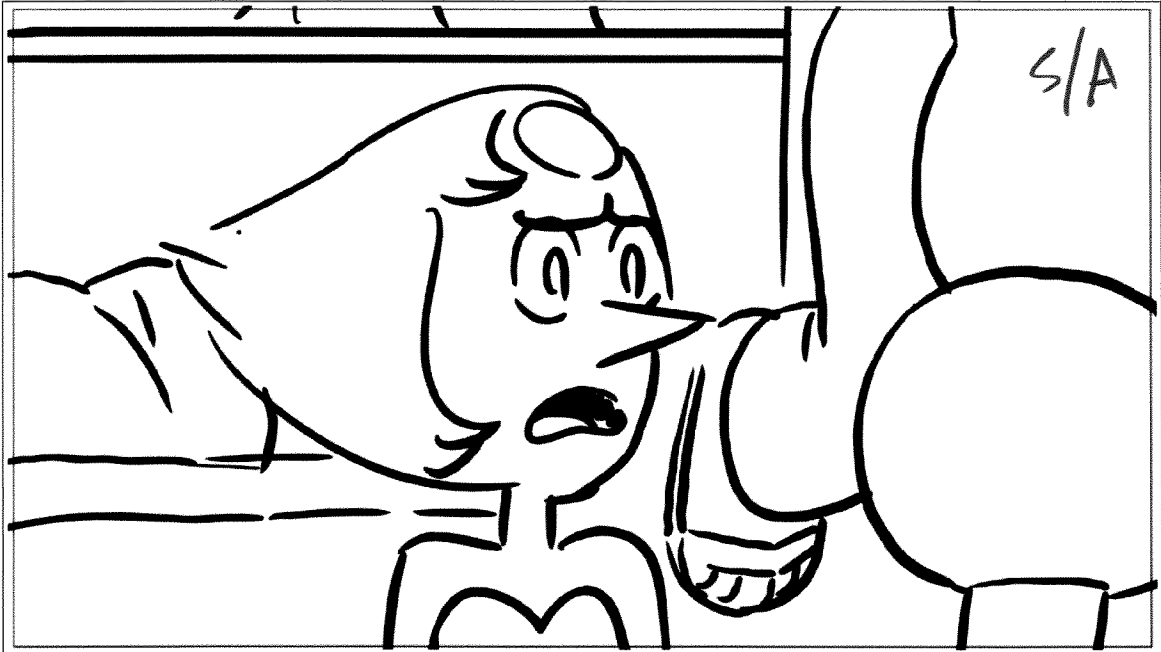
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Scene	Panel
16	1



Dialogue
PEARL: Just...

Slugging
0.09

Scene	Panel
16	2



Dialogue
PEARL: ...look at their...

Action Notes
Pearls hand comes IN from O/S bottom, covers her mouth.

Slugging
0.13

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Scene	Panel
16	CONT



Dialogue

PEARL: ...form! This is nothing like real sword fighting!

Slugging

5.03

Scene	Panel
17	1



Action Notes

Amethyst and Garnet turn and shush Pearl.

Steven is still looking at the TV O/S.

Slugging

Panels 1 + 2 = 1.11

Notes

H.U. Pearl to previous scene.
Need -SP- for all.

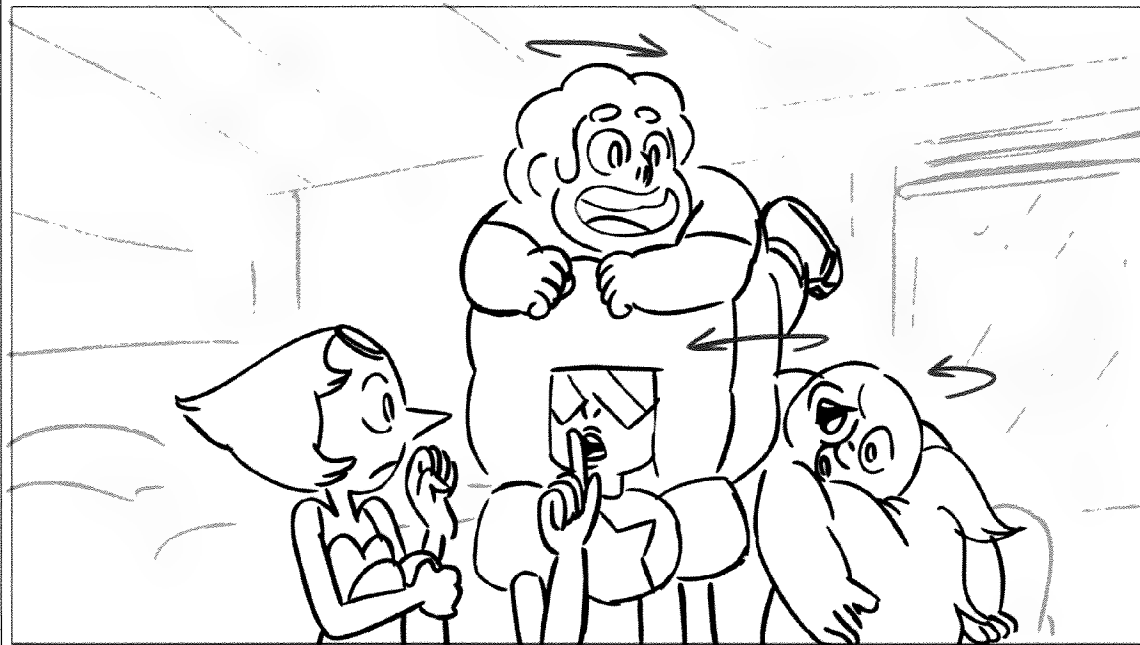
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Scene	Panel
17	CONT 2



Dialogue

GARNET+AMETHYST: SHHHHHHHHHH!!

Action Notes

Amethyst and Garnet turn and shush Pearl.

Steven is still looking at the TV O/S.

Notes

H.U. Pearl to previous scene.
Need -SP- for all.

Scene	Panel
18	1



Dialogue

STEVEN: hahaha!

Slugging

1.11

Notes

Need to H.U. Steven to previous scene. Steven should be looking over his left arm.

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Scene 18 Panel 2
CONT

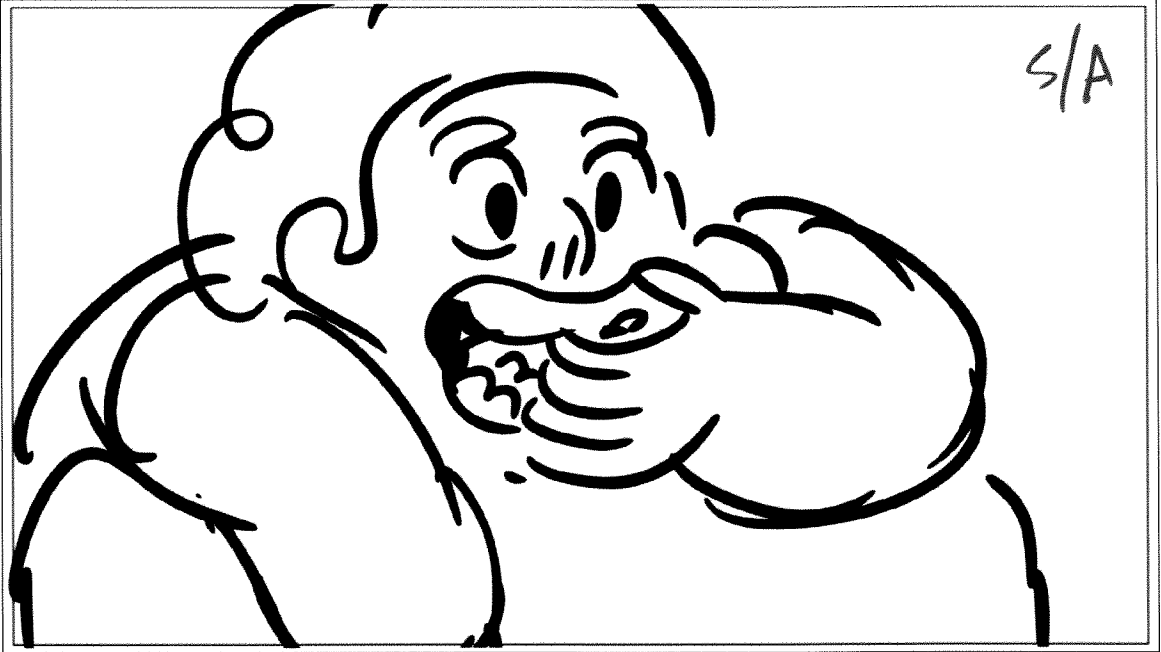


Dialogue
STEVEN: Its just a movie, Pearl.

Action Notes
Steven reaches down to grab popcorn.

Slugging
2.07

Scene 18 Panel 3
CONT



Action Notes
Steven shovels popcorn into his mouth.

Slugging
1.00

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Scene	Panel
18	cont



Dialogue

STEVEN: It doesn't have to be realistic!

Action Notes

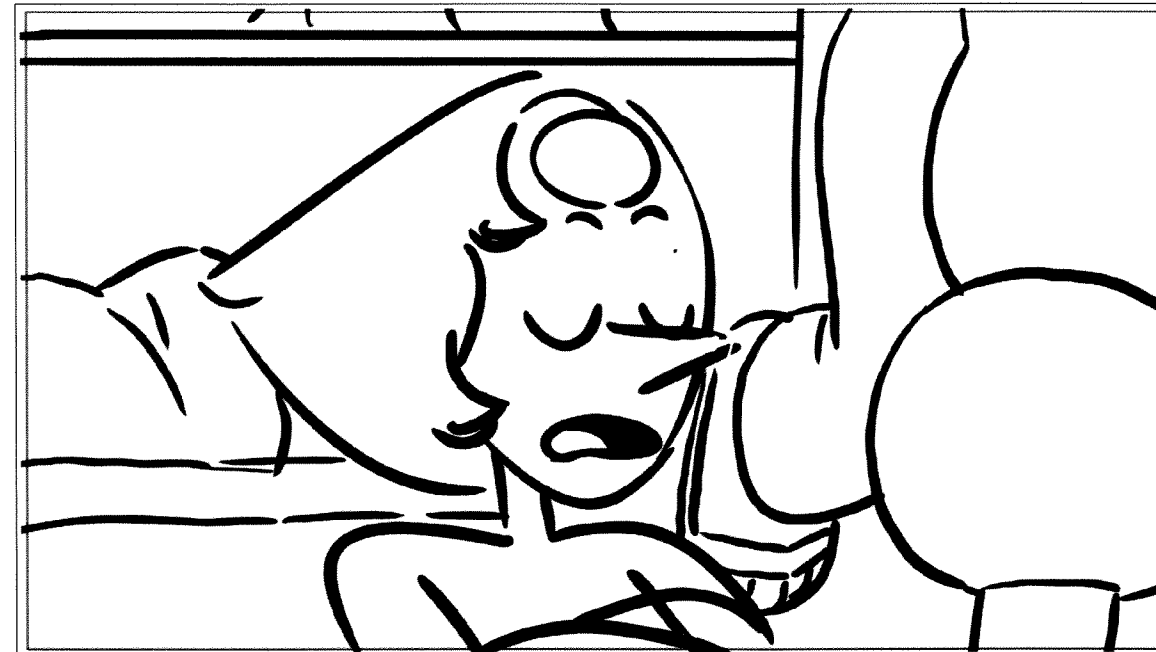
Steven is talking with his mouth full of popcorn.

Popcorn bits fall out of Steven's mouth.

Slugging

3.10

Scene	Panel
19	1



Dialogue

PEARL: Well if you ever want to see a demonstration of proper sword techniques, i'd be happy to show you.

Slugging

7.06

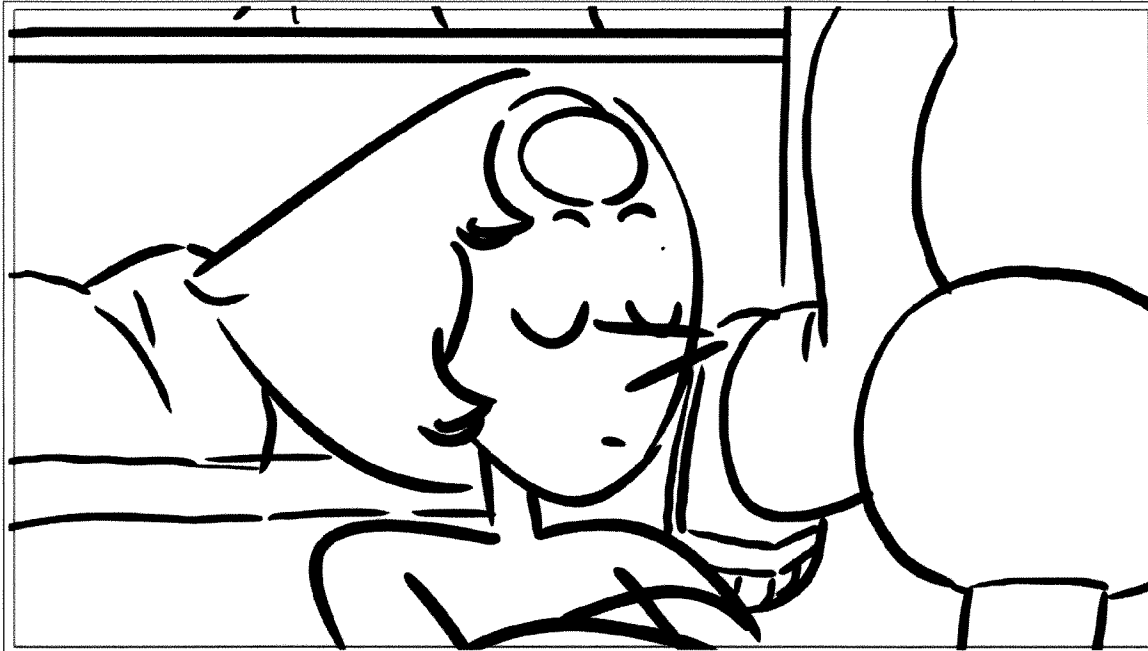
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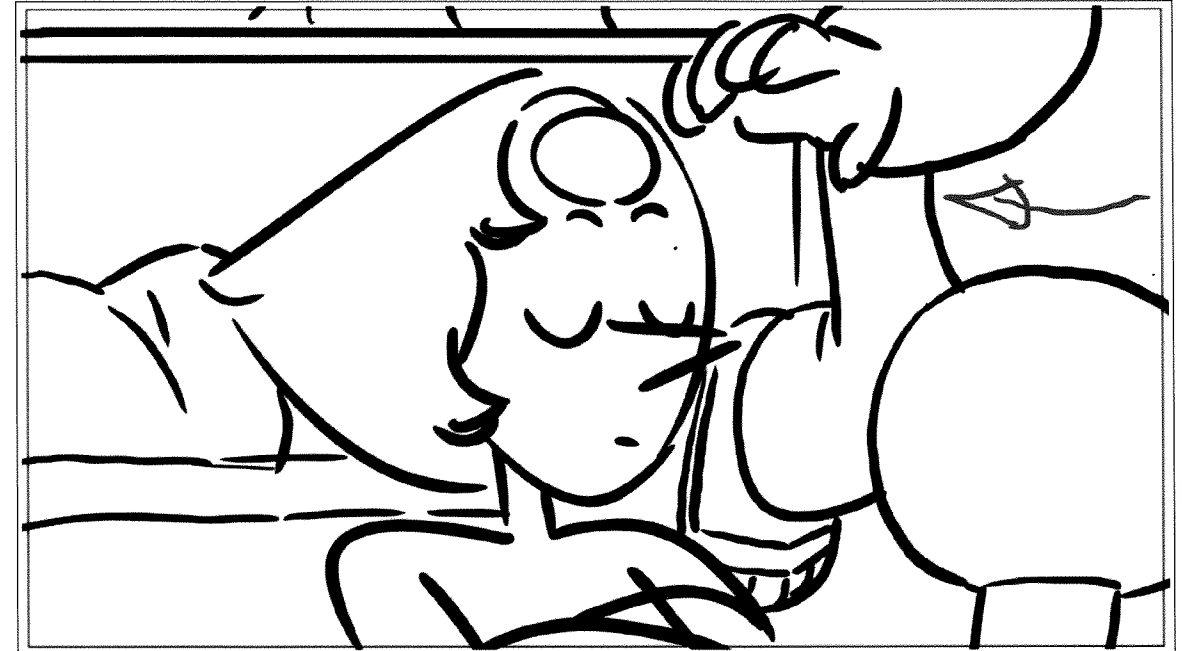
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Scene	Panel
19	CONT



Slugging
0.09

Scene	Panel
19	CONT



Action Notes
Steven reaches his hand out towards Pearls head.

Slugging
0.04

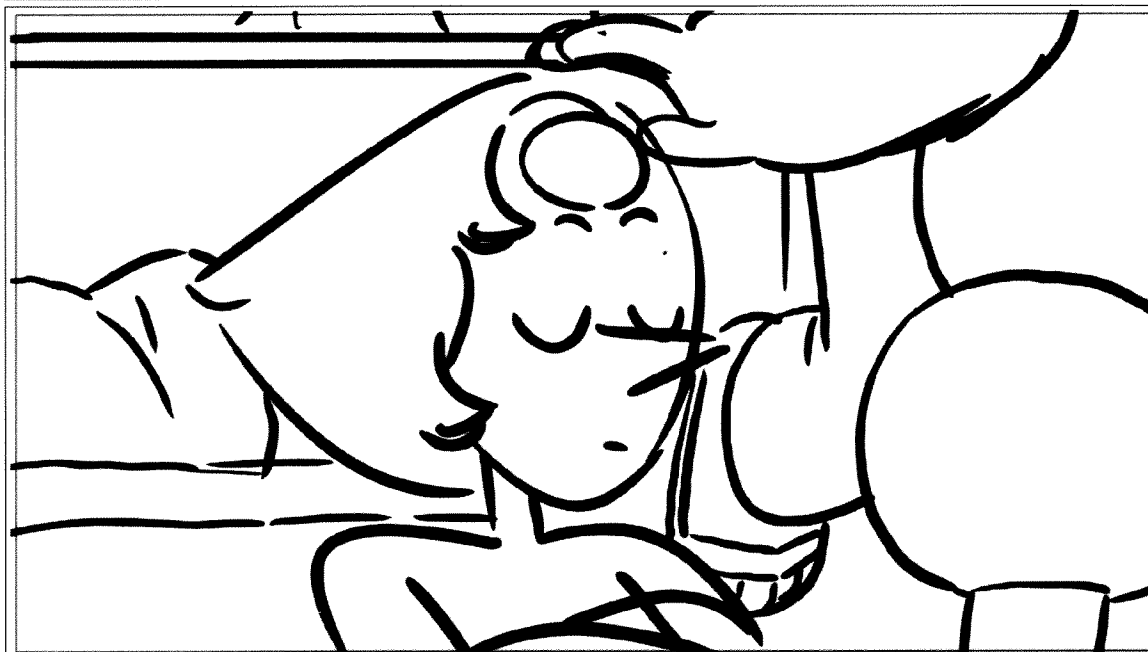
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Scene 19 Panel 4



Slugging
0.04

Scene 19 Panel 5



Action Notes
Steven pats Pearl on the head.

Slugging
0.06

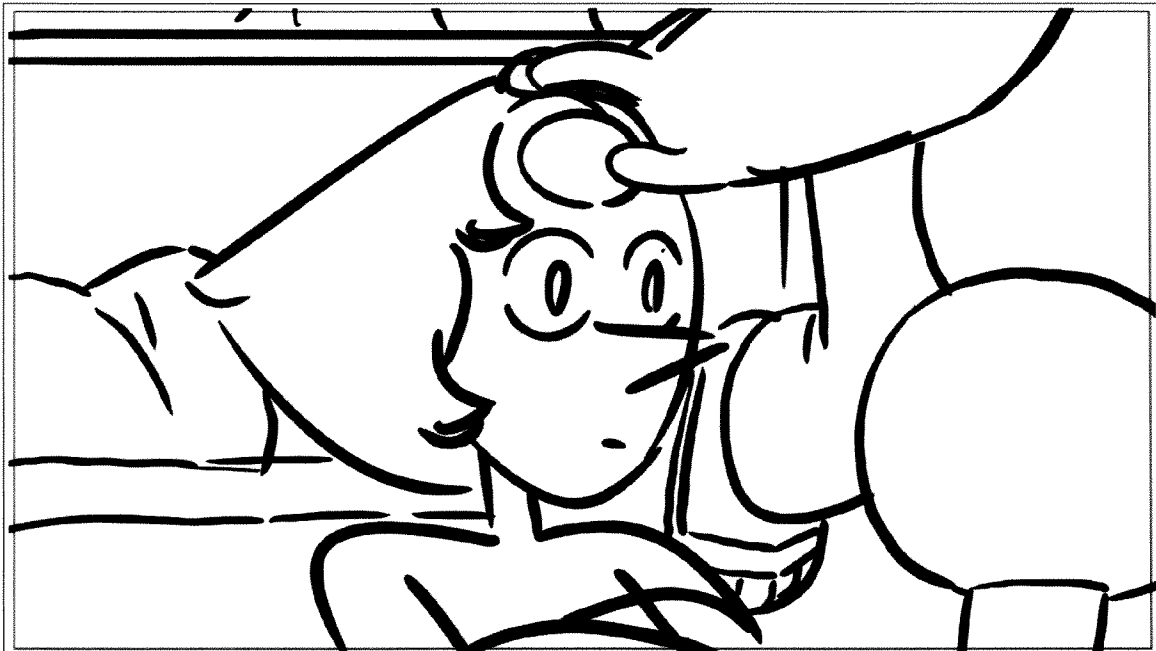
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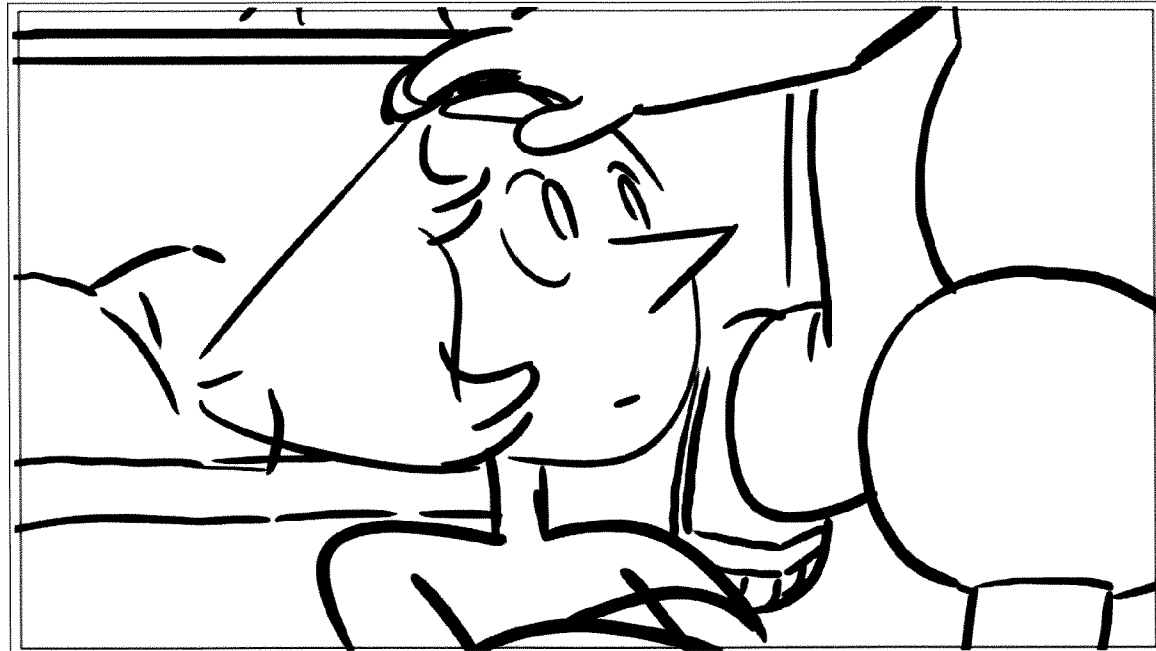
Scene 19 Panel 6
cont



Action Notes
Pearl reacts to Steven's pat.

Slugging
1.02

Scene 19 Panel 7
cont



Action Notes
Pearl looks at Steven O/S.
Steven's hand stays on Pearls head.

Slugging
0.12

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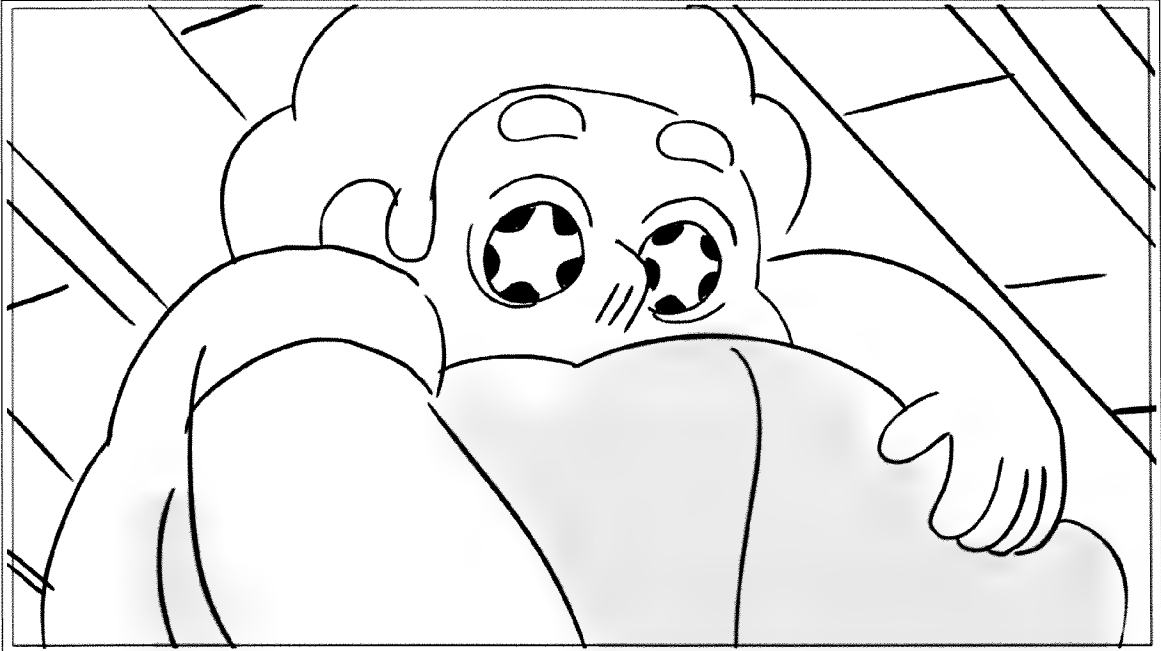
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Scene	Panel
20	1



Action Notes
Steven looks *star eyed* at Pearl O/S.

Slugging
2.00

Scene	Panel
21	1



Dialogue
PEARL: Now?

Slugging
1.10

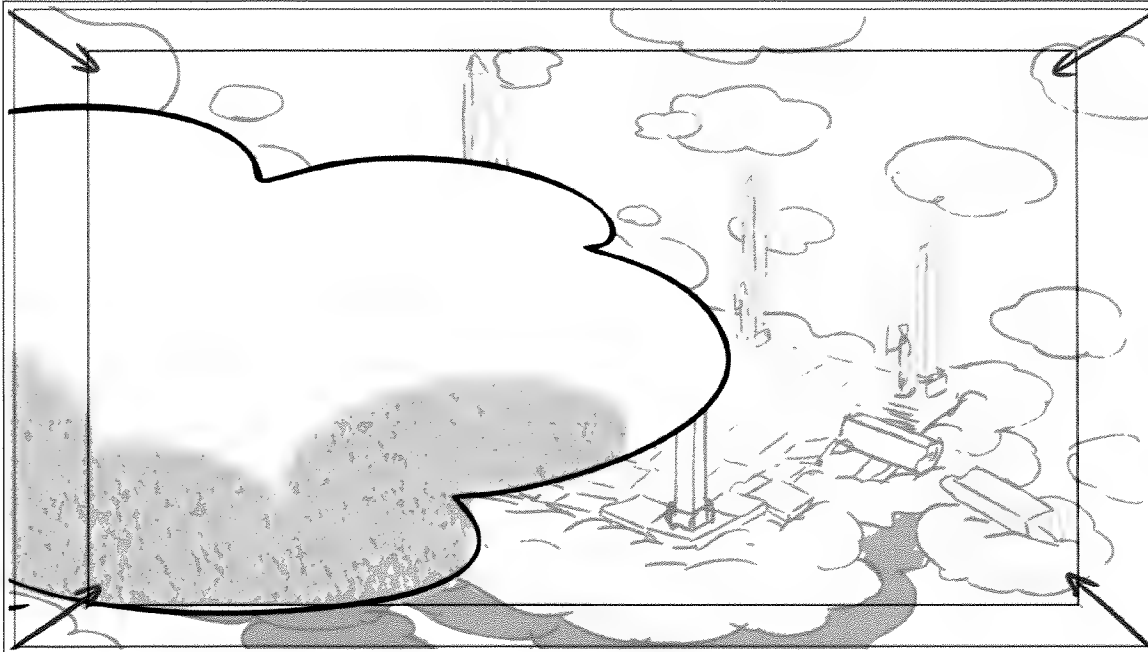
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Scene	Panel
22	1

**Action Notes**

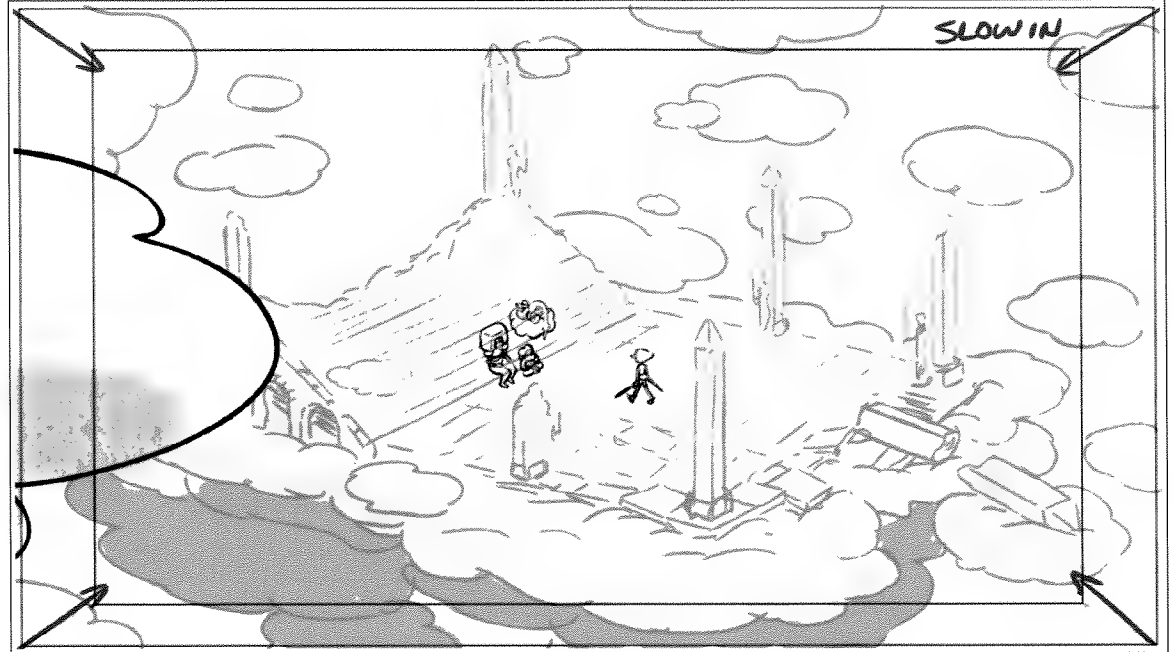
Clouds part.

Camera slow push IN through the scene.

Slugging

ADJ: 1.02

Scene	Panel
22	2 <i>CONT</i>

**Action Notes**

Clouds part revealing Pearl walking towards Garnet, Steven and Amethyst. Amethyst is sitting on a cloud.

Slugging

ADJ: 0.14

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Scene	22	Panel	3
<p>Dialogue</p> <p>PEARL: Alright...</p>			
<p>Action Notes</p> <p>Pearl walks towards the group.</p>			
<p>Slugging</p> <p>ADJ: 1.04</p>			

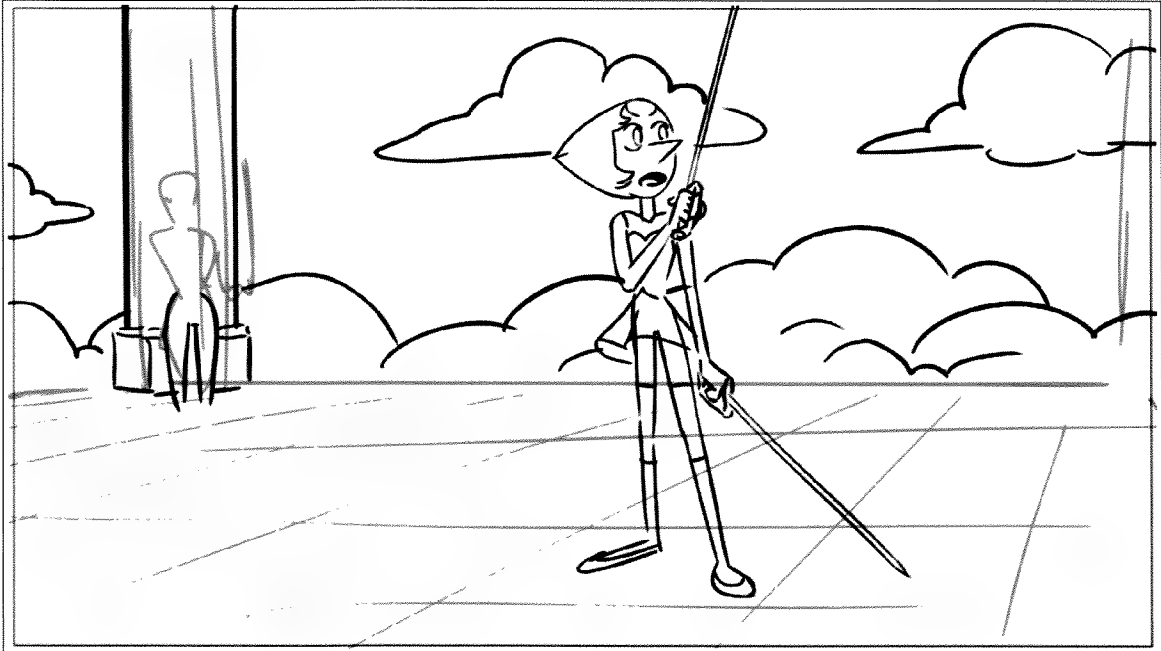
Scene	23	Panel	1
<p>Dialogue</p> <p>PEARL: ..in order...</p>			
<p>Action Notes</p> <p>Pearl is examining at her sword.</p>			
<p>Slugging</p> <p>0.13</p>			
<p>AUG 06 2013</p>			

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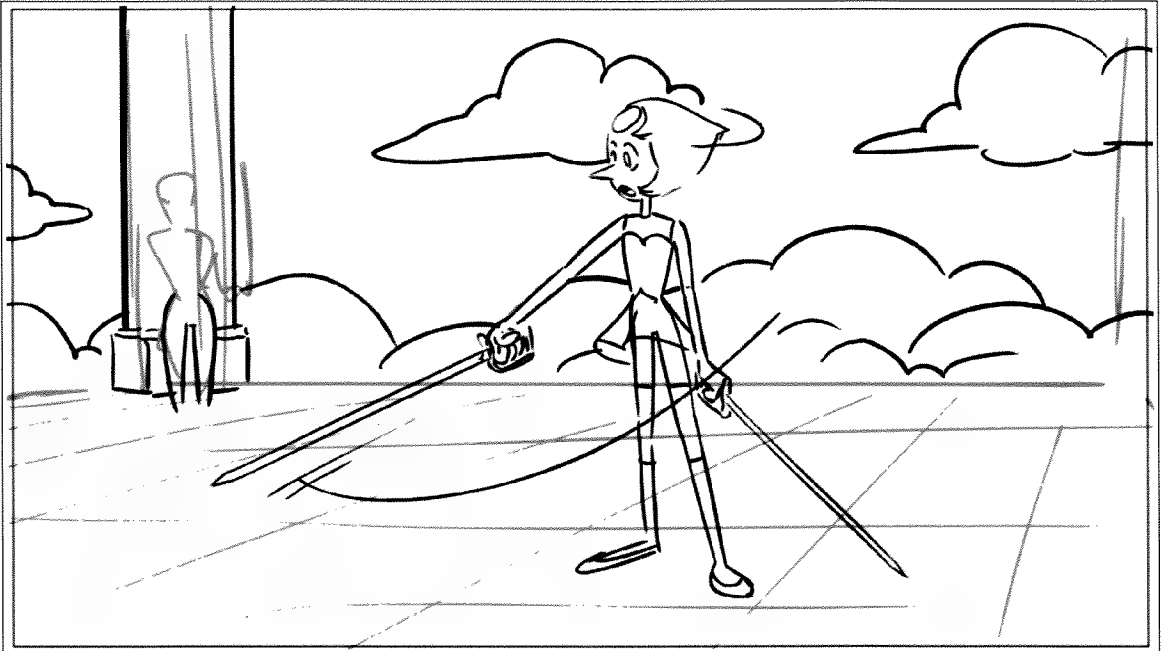
Scene	Panel
23	CONT 2



Dialogue
PEARL: ...to give a...

Slugging
0.08

Scene	Panel
23	CONT 3



Dialogue
PEARL: ...proper demonstration I'm going need a...

Slugging
2.09

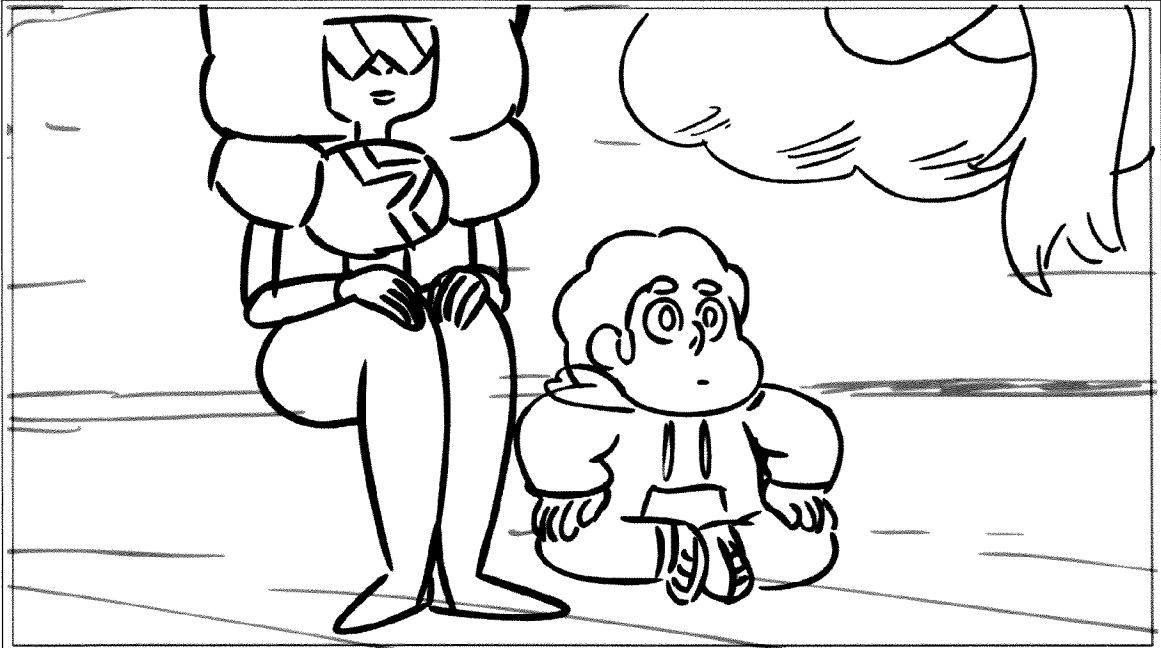
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Scene	Panel
24	1

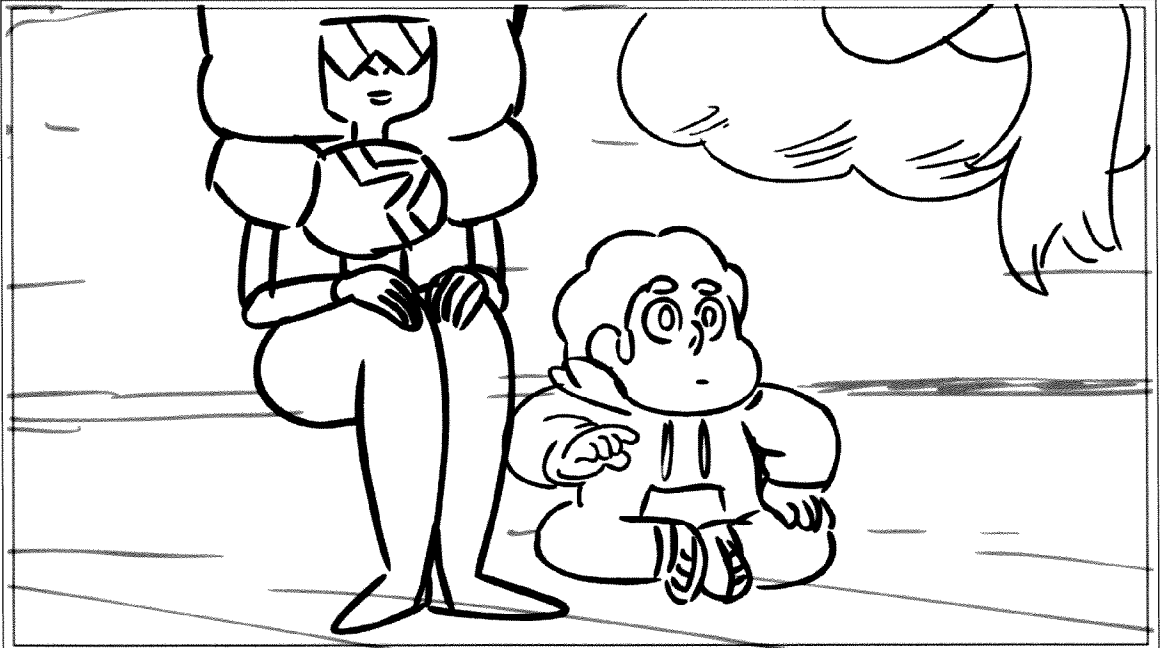


Dialogue
PEARL (os): ... sparring partner.

Action Notes
Garnet + Steven watching Pearl O/S.
Amethyst hair is hanging down from a cloud on screen right.

Slugging
1.14

Scene	Panel
24	2

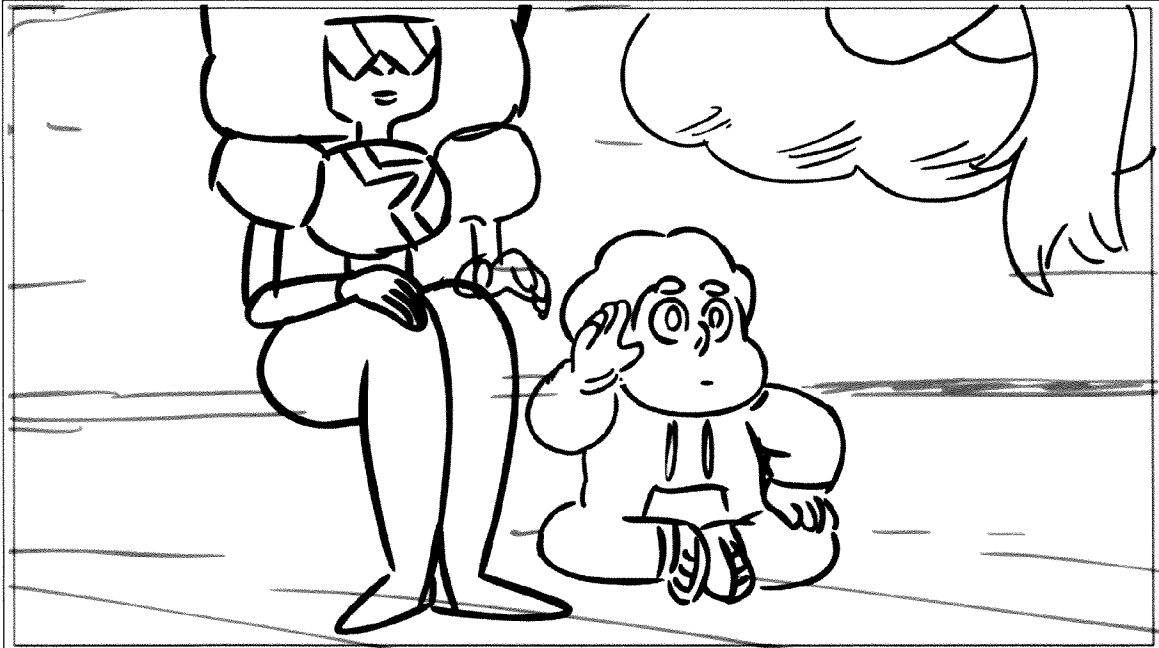


Action Notes
Steven slowly raises his hand.

Slugging
0.04

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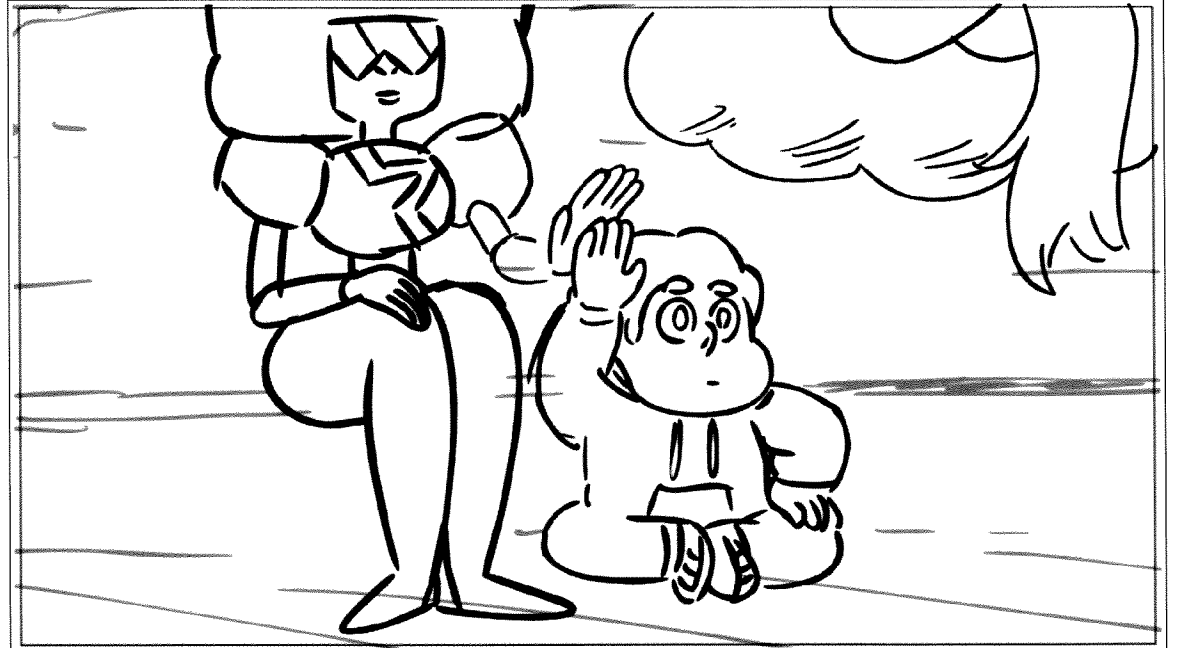
Scene 24 Panel 3
CONT



Action Notes
Garnet slowly stops him.

Slugging
0.04

Scene 24 Panel 4
CONT



Slugging
0.04

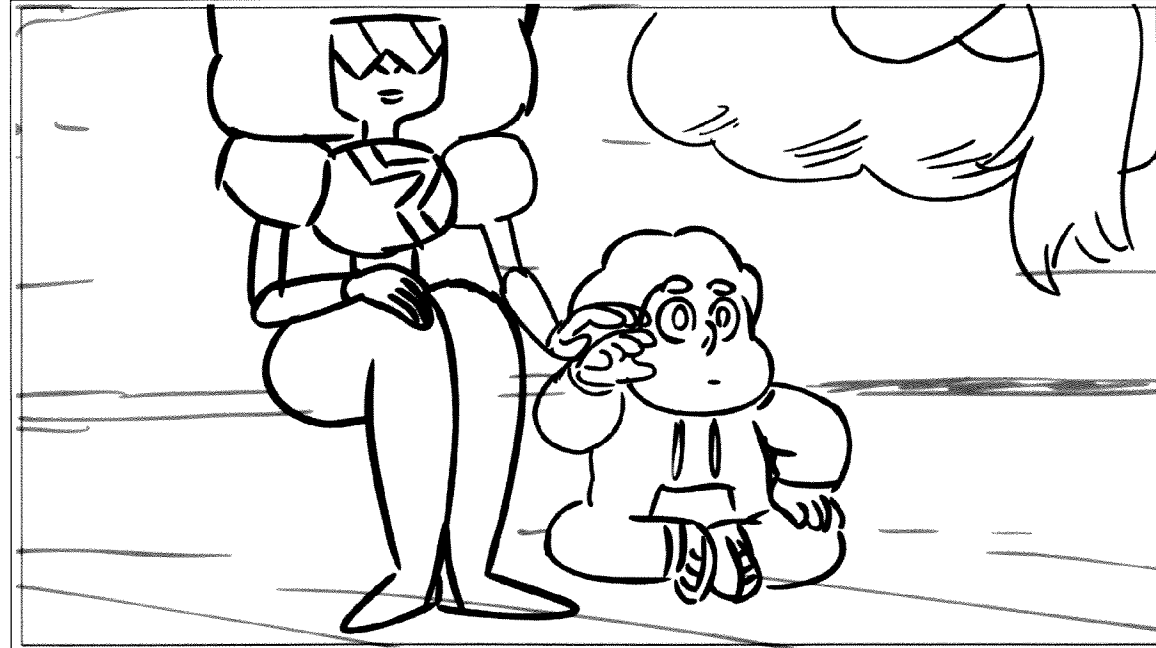
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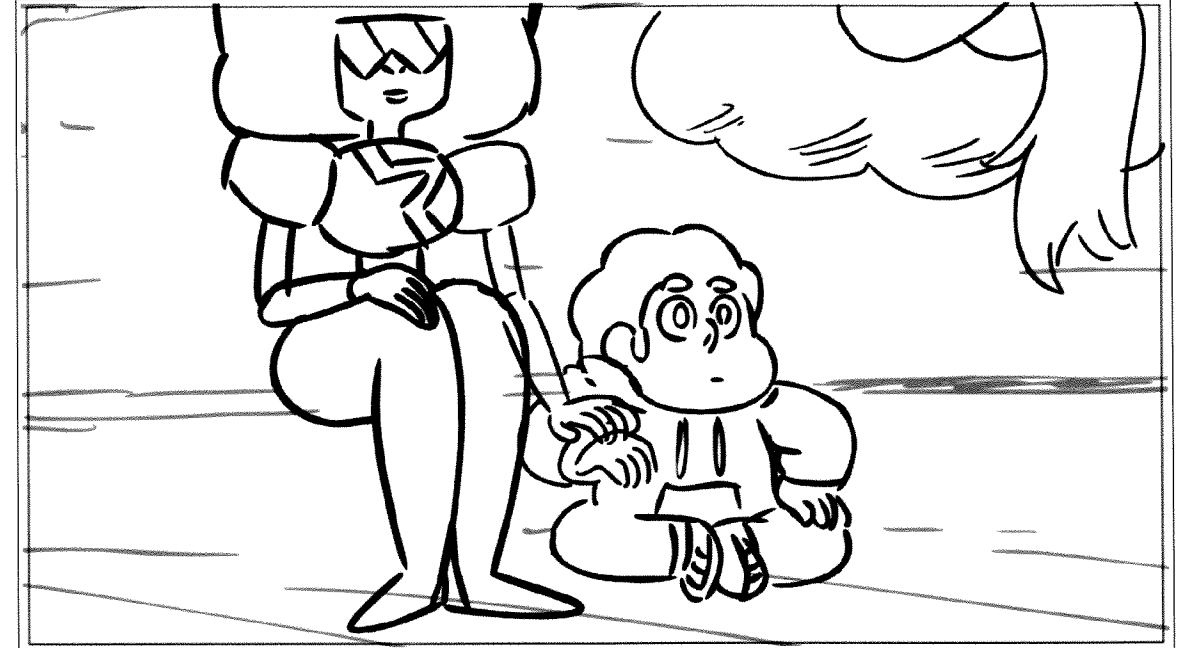
Scene 24 Panel 5



Action Notes
Garnet pushes Steven's hand down.

Slugging
0.09

Scene 24 Panel 6



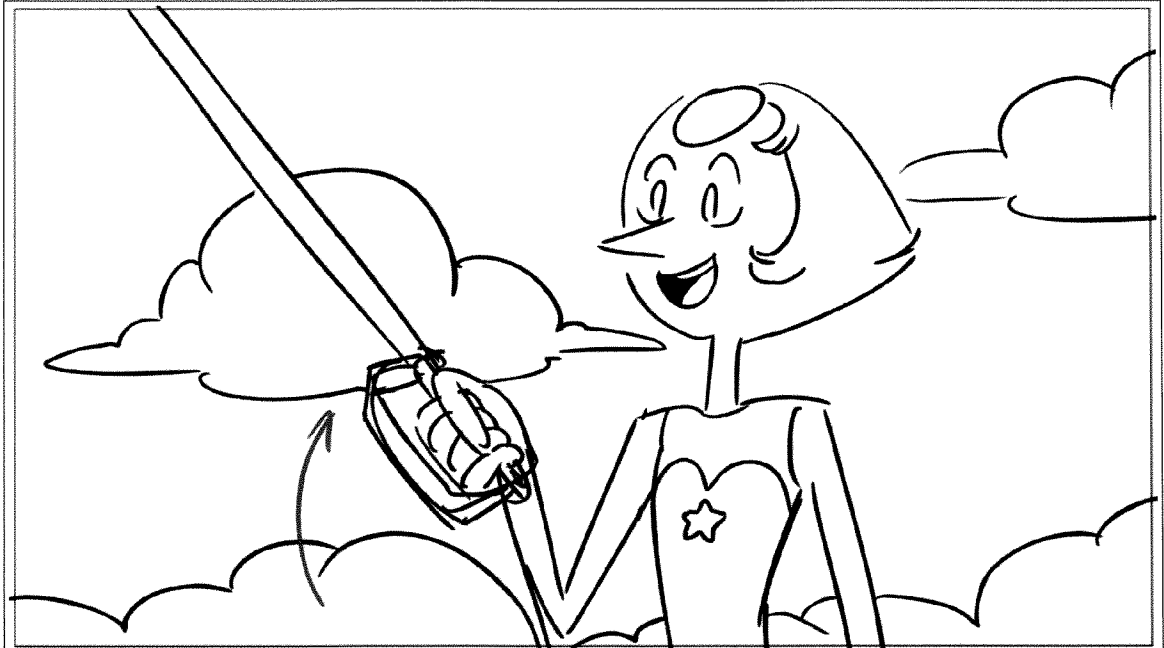
Slugging
0.11


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Scene	25	Panel	1
			
<p>Dialogue</p> <p>PEARL: Luckily I have the perfect candidate...</p>			
<p>Action Notes</p> <p>Pearl raises her sword up from O/S bottom.</p>			
<p>Slugging</p> <p>3.09</p>			

Scene	25	Panel	2
<p><i>CONT</i></p> 			
<p>Dialogue</p> <p>PEARL: ...right here!</p>			
<p>Slugging</p> <p>2.11</p>			
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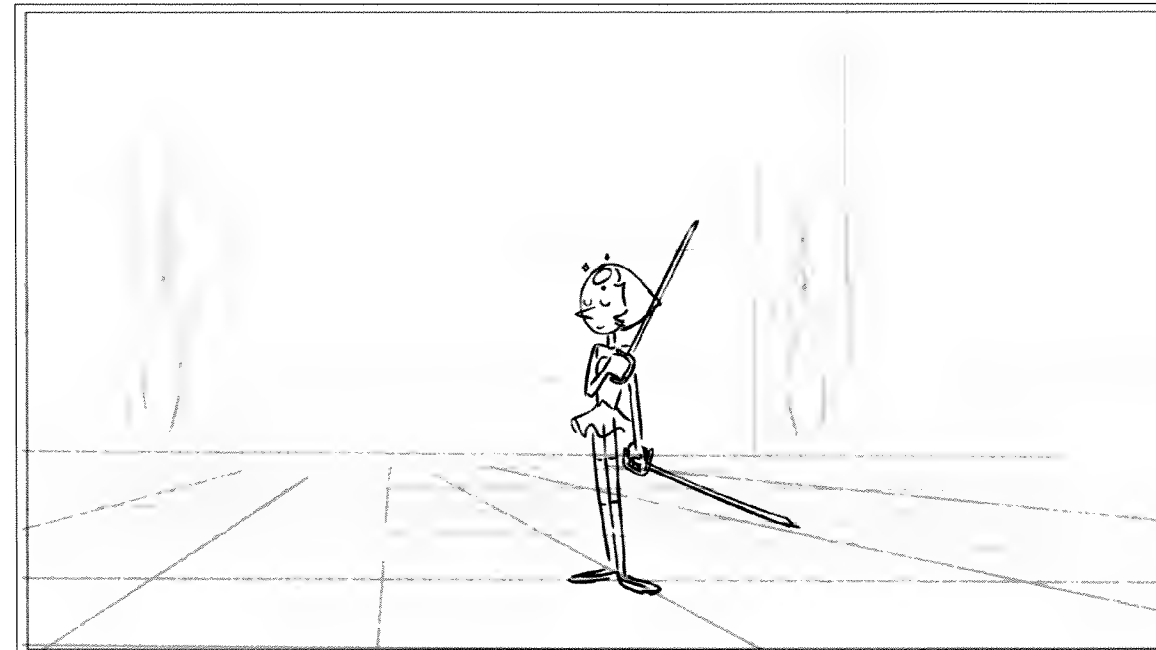
Scene	Panel
25	CONT



Action Notes
Pearl's gem glows.

Slugging
0.09

Scene	Panel
26	1



Action Notes
Pearl spins elegantly into pose (see ref animation).
Sparkles trail from her gem.

Slugging
0.08

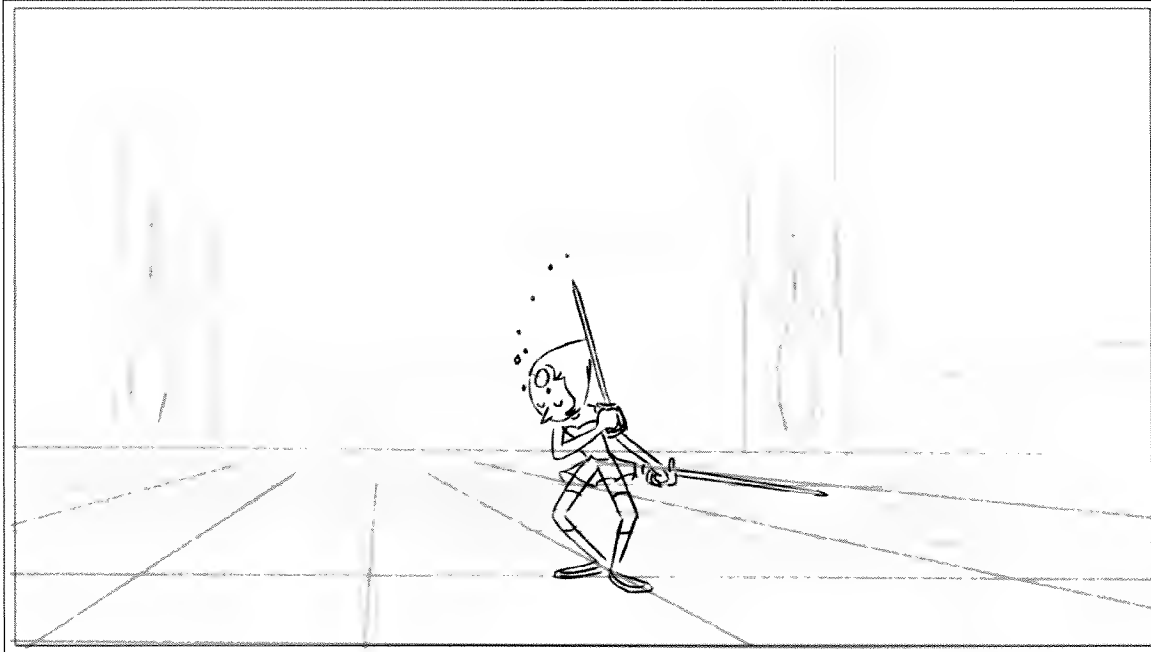
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1020.013

1020.013

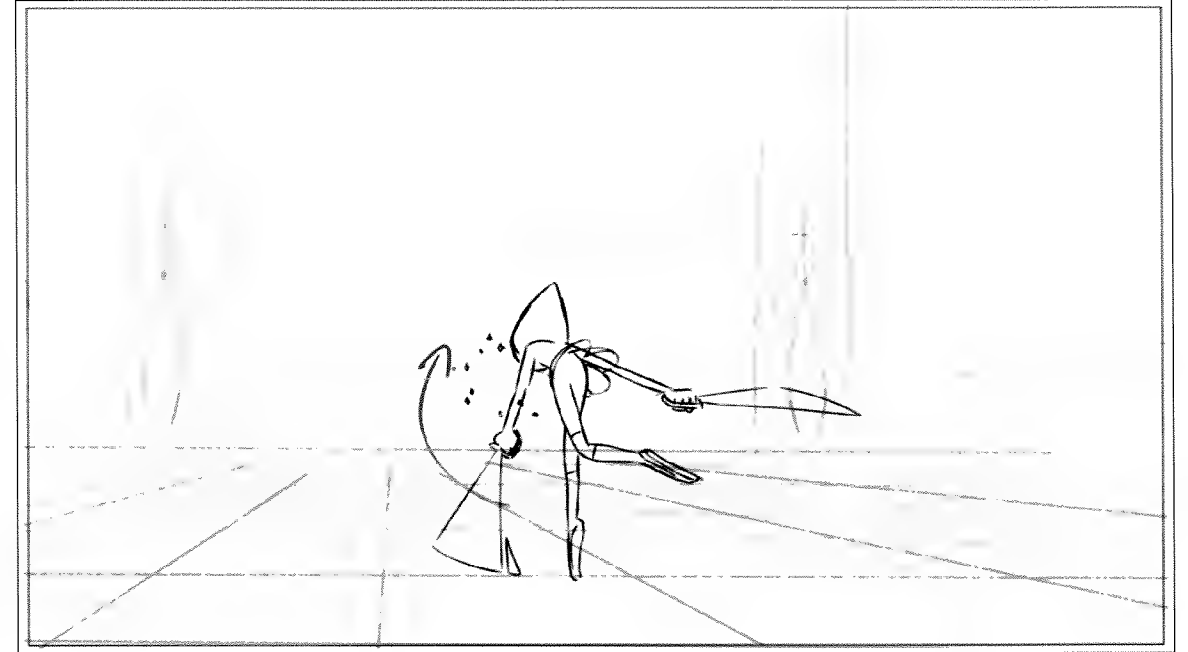
1020.013

Scene	Panel
26	<i>CONT</i>
	2



Slugging
0.10

Scene	Panel
26	<i>CONT</i>
	3



Slugging
0.07

AUG 06 2013

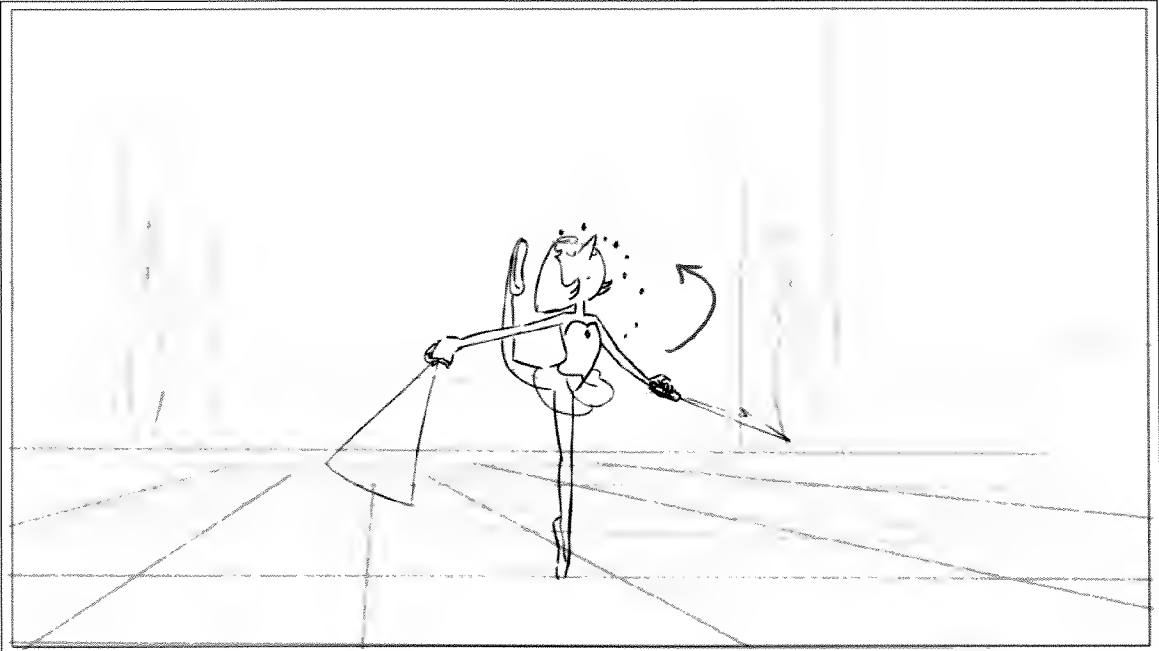
1020.013

1020.013

1020.013

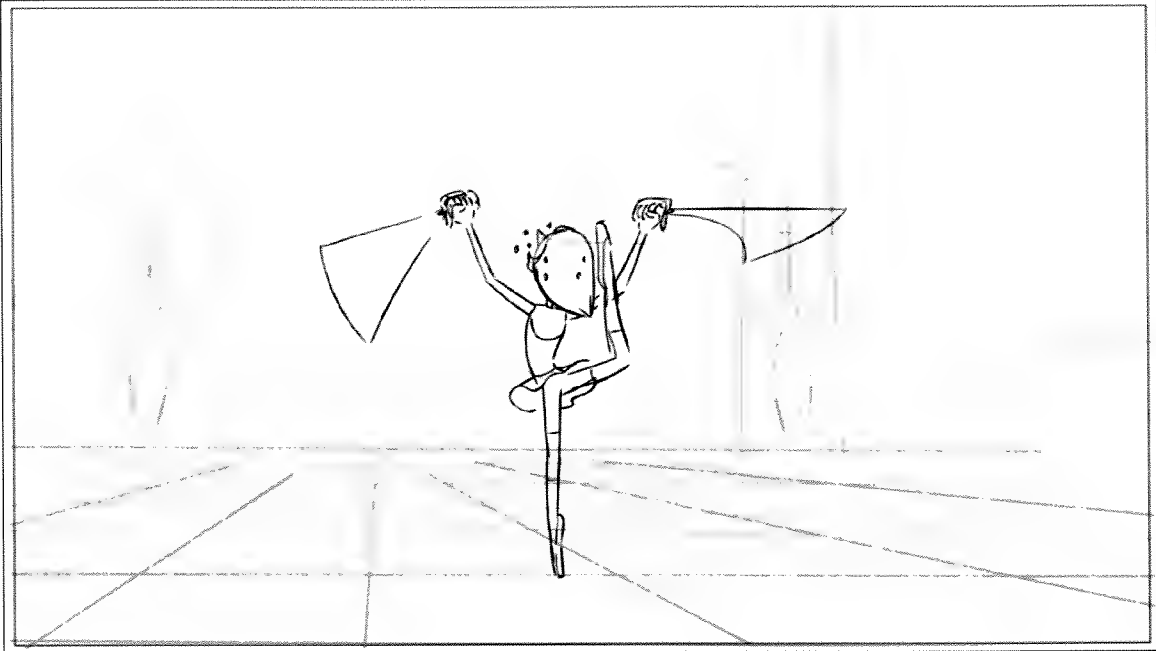


Scene	Panel
26	CONT
4	



Slugging
0.08

Scene	Panel
26	CONT
5	



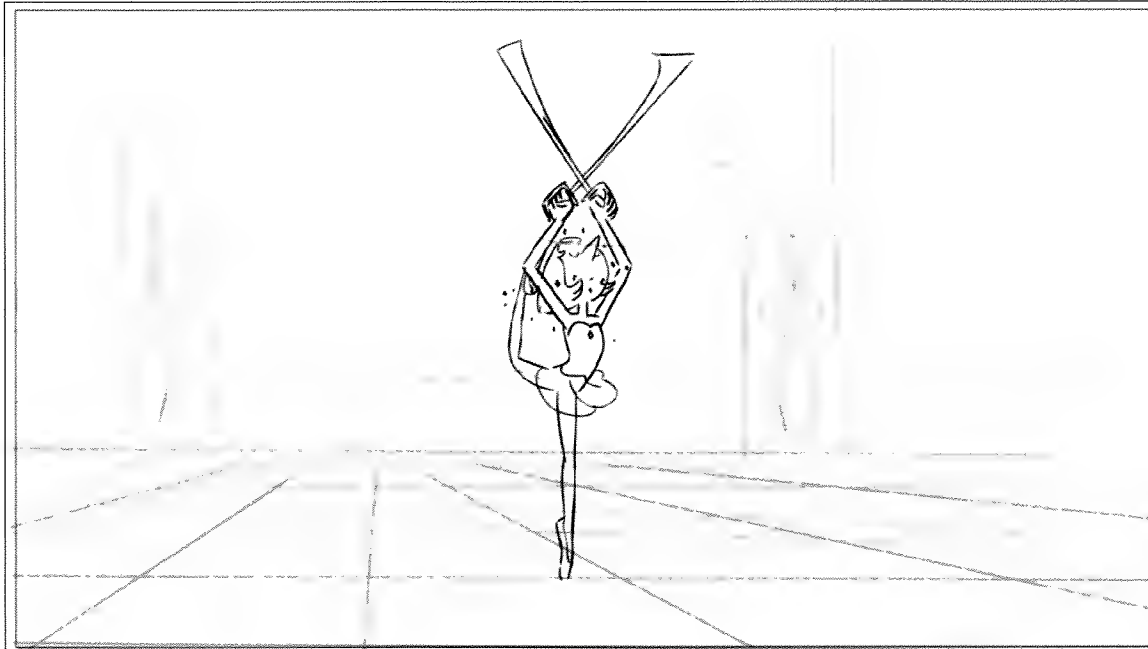
Slugging
0.06

AUG 0 6 2013

1020.013

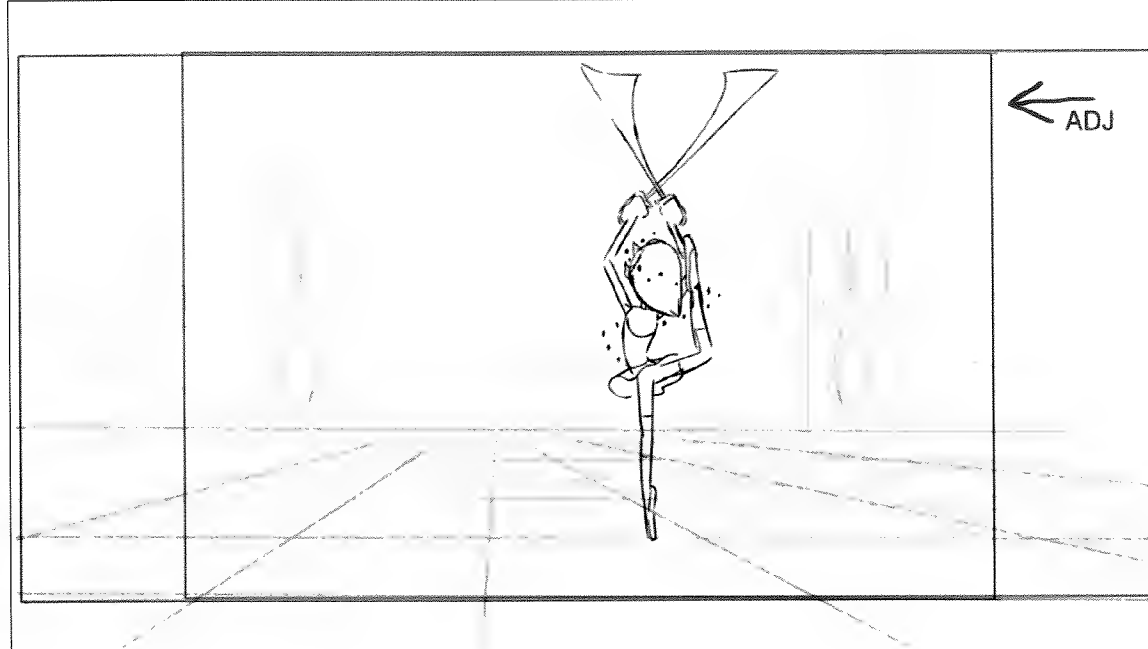
1020.013

Scene	Panel
26	CONT 6



Slugging
0.04

Scene	Panel
26	CONT 7



Action Notes
Camera ADJ W.

Slugging
ADJ: 0.04

Total ADJ 7 to 9 = 0.12

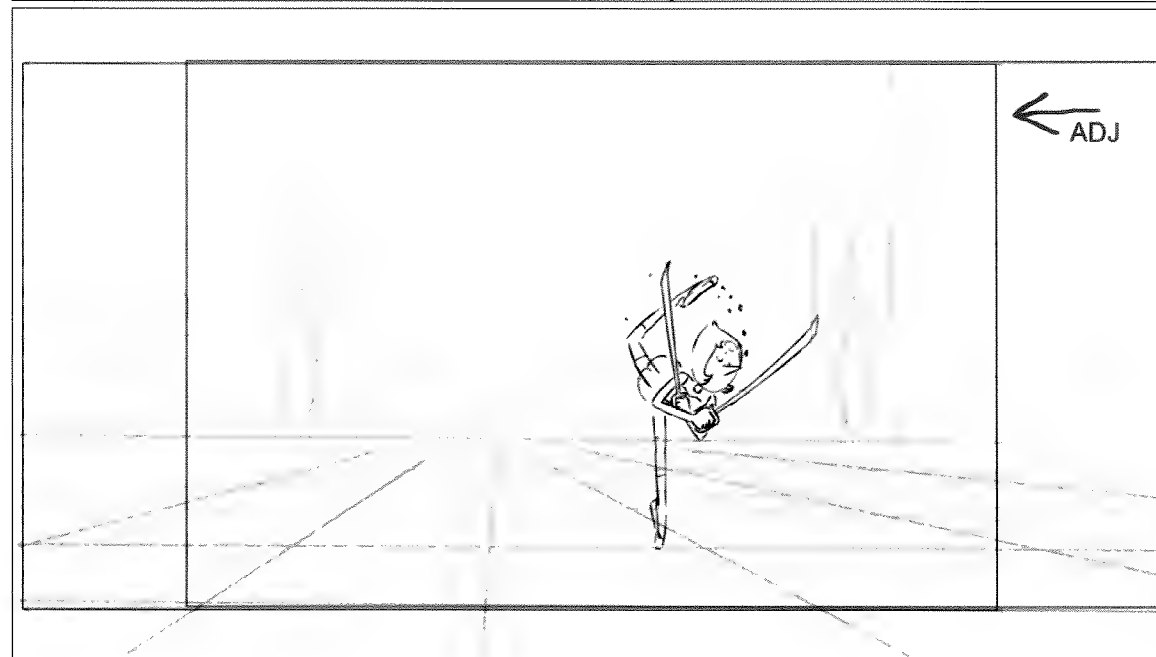
AUG 0 6 2013

1020.013

1020.013

1020.013

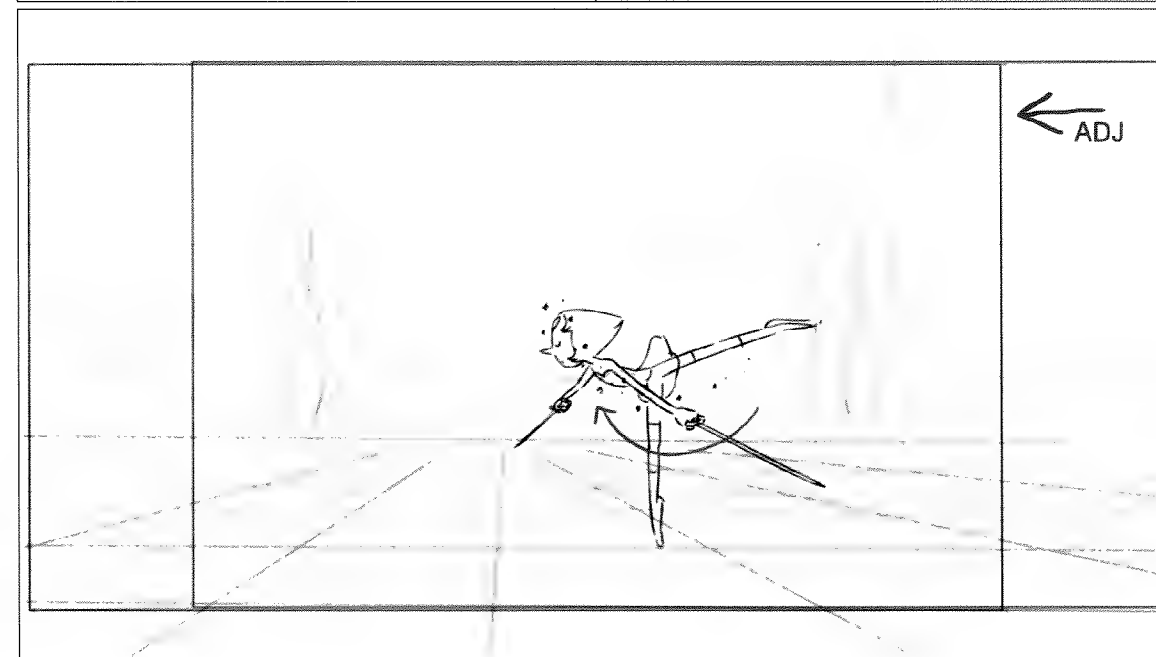
Scene	Panel	
26	CONT	8



Action Notes
Camera ADJ W.

Slugging
ADJ: 0.05

Scene	Panel	
26	CONT	9



Action Notes
Camera ADJ W.

Slugging
ADJ: 0.03

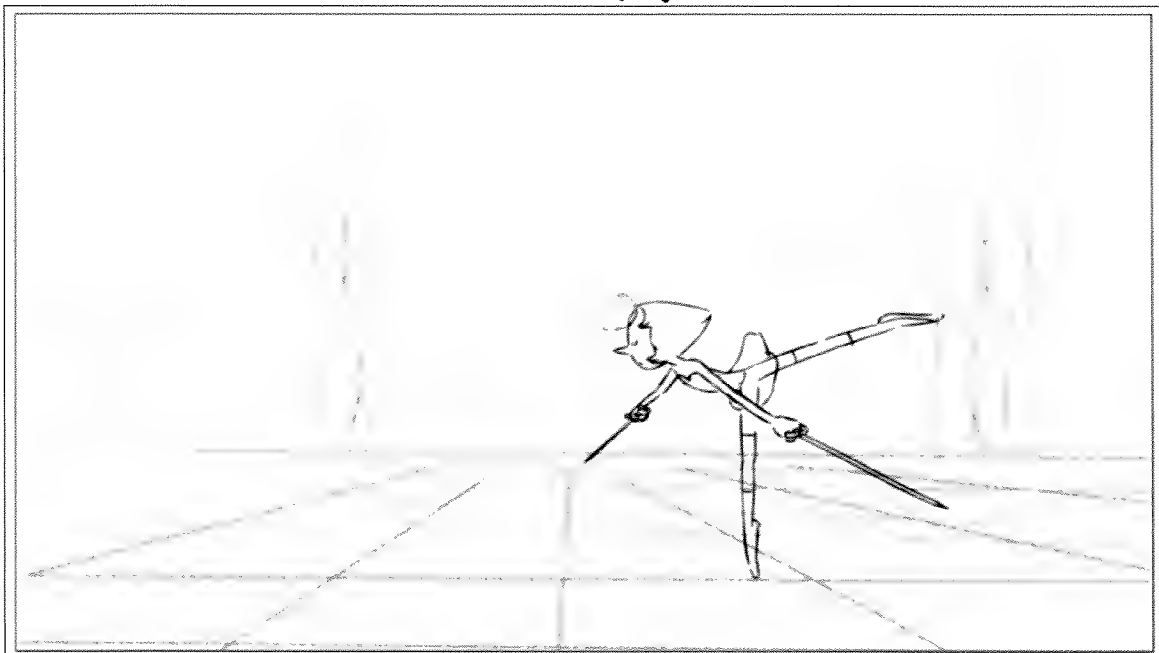
AUG 06 2013

1020.013

1020.013

1020.013

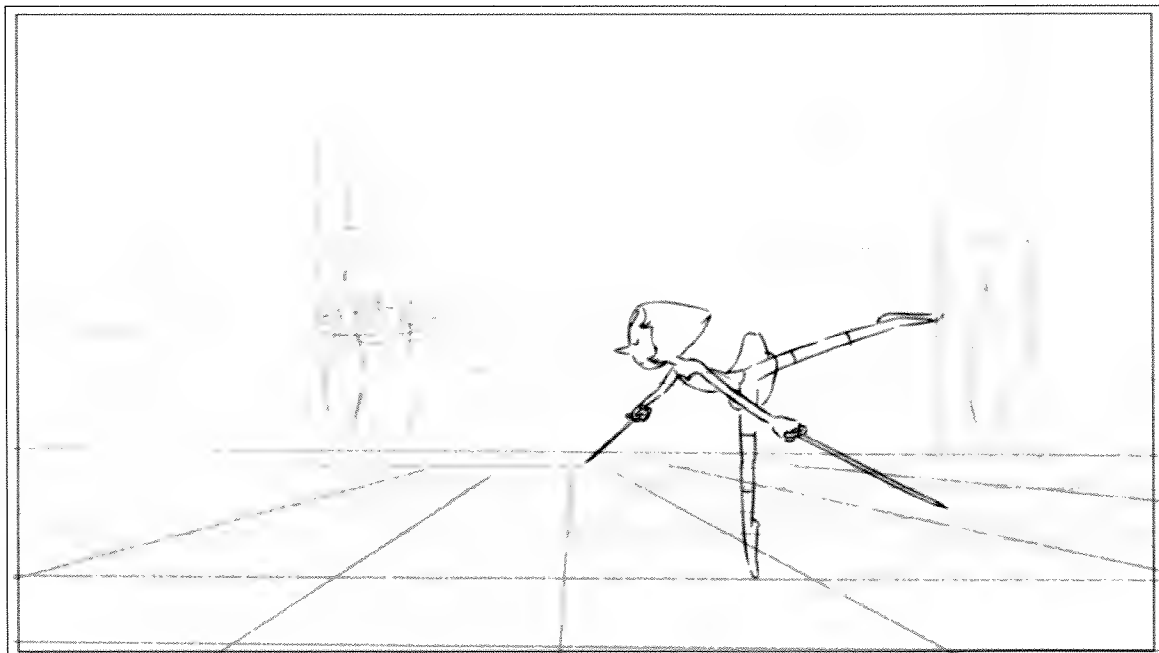
Scene	Panel
26	CONT 10



Action Notes
Holo-Pearl is projected out of her gem (see ref animation).

Slugging
Panels 10 to 21 = 1.06

Scene	Panel
26	CONT 11



AUG 06 2016

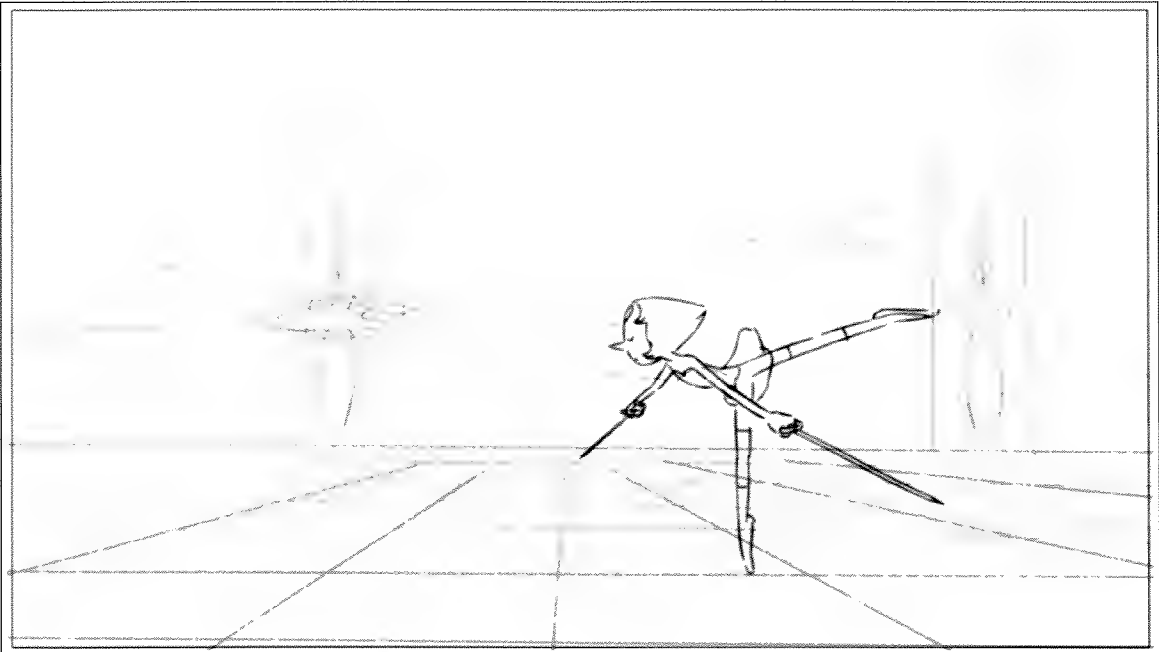
1020.013

1020.013

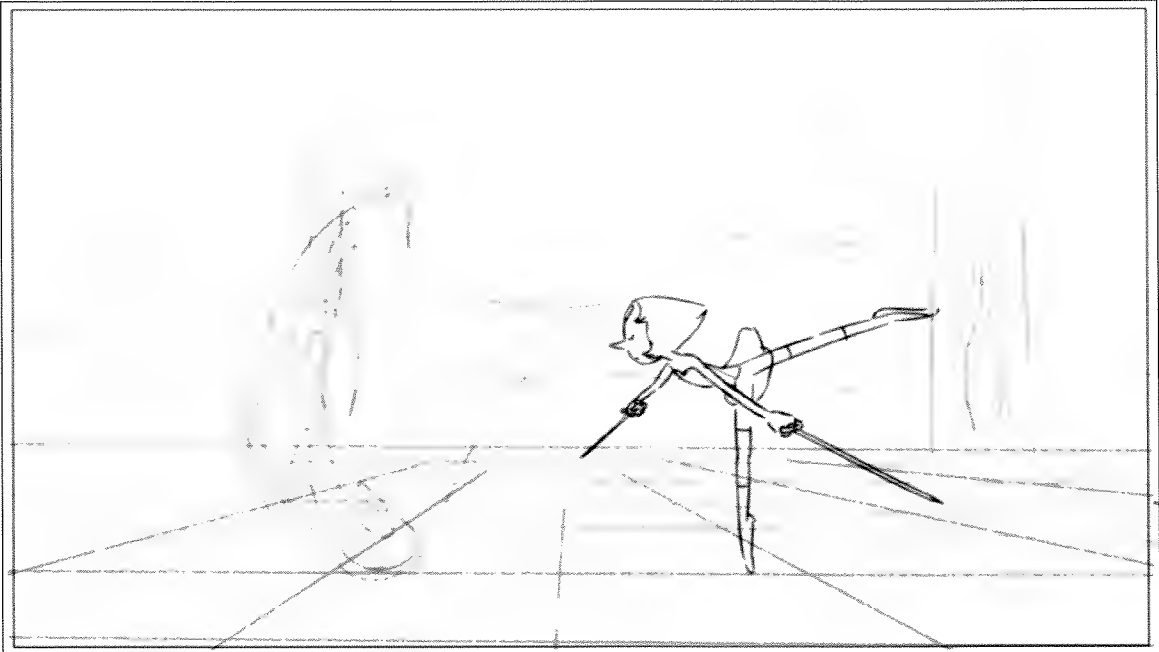
1020.013



Scene	Panel	
26	<i>CONT</i>	12



Scene	Panel	
26	<i>CONT</i>	13



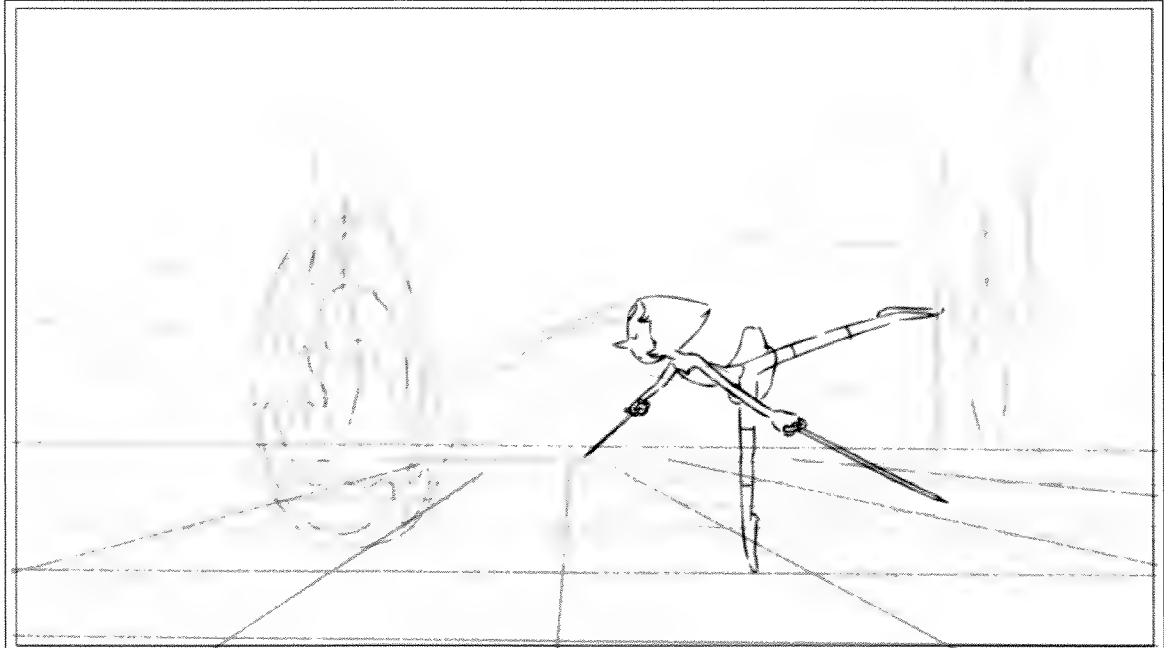
AUG 06 2013

1020-013

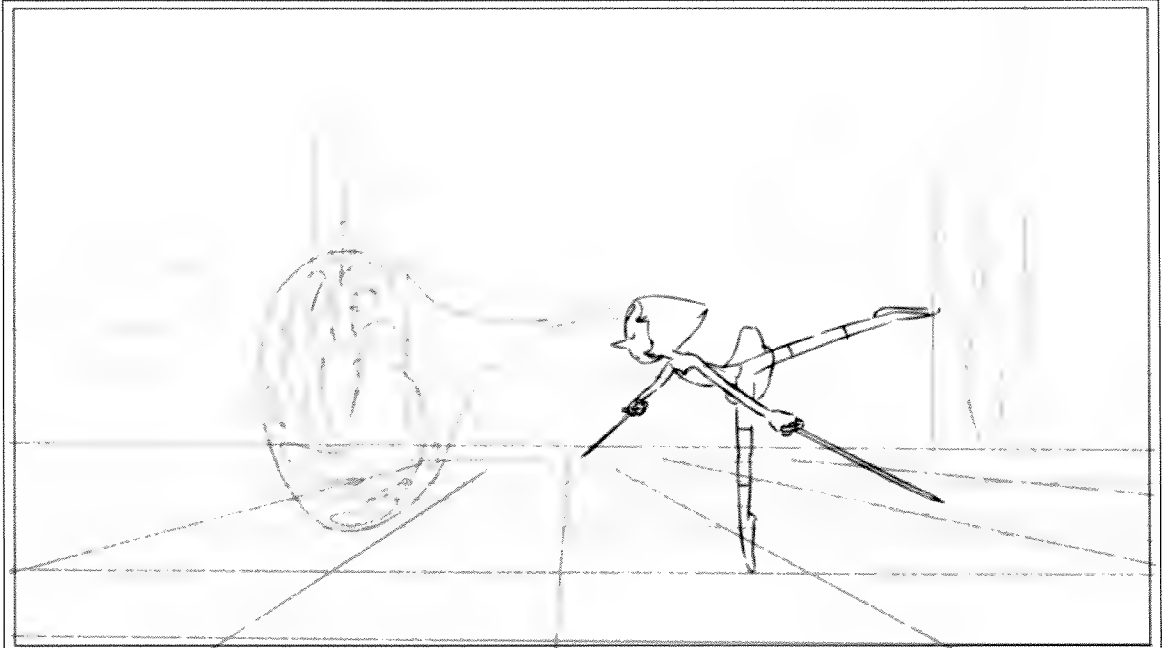
1020:013

1020-013

Scene	Panel	
26	<i>cont</i>	14



Scene	Panel	
26	<i>cont</i>	15



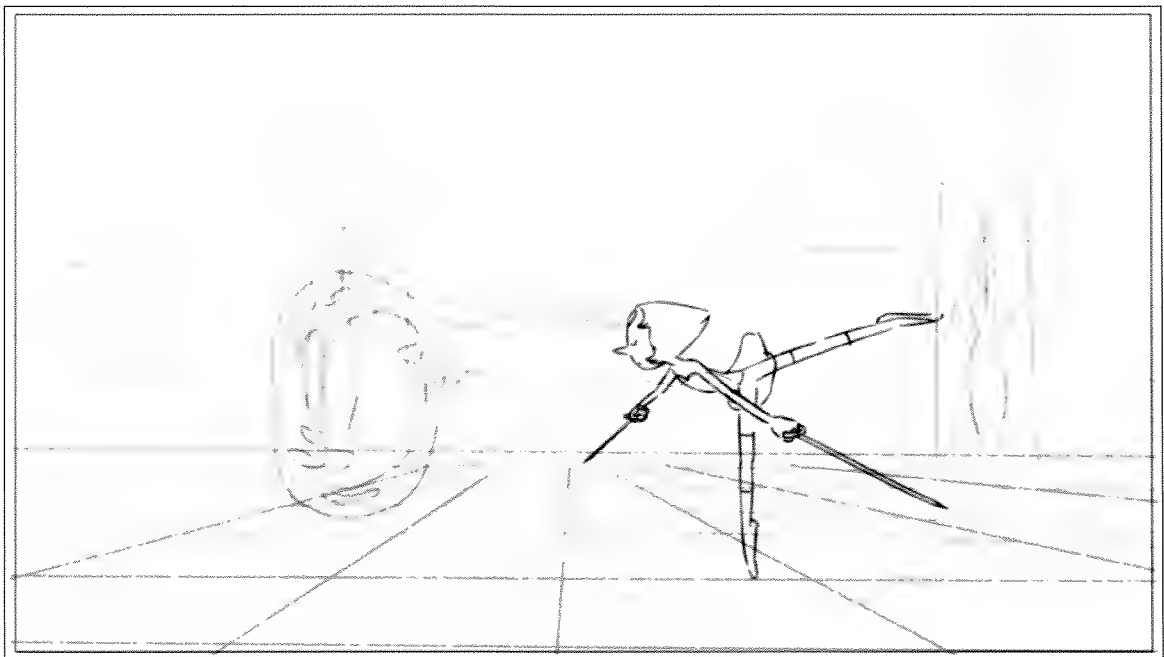
AUG 06 2010

1020.013

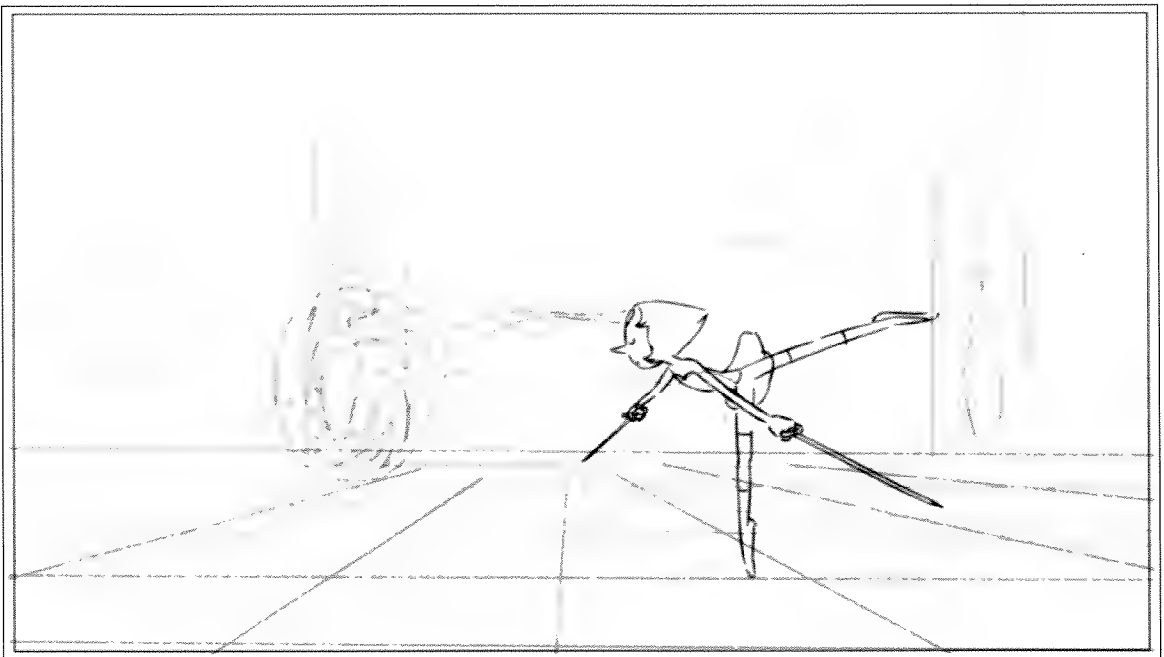
1020.013

1020.013

Scene 26 Panel 16



Scene 26 Panel 17



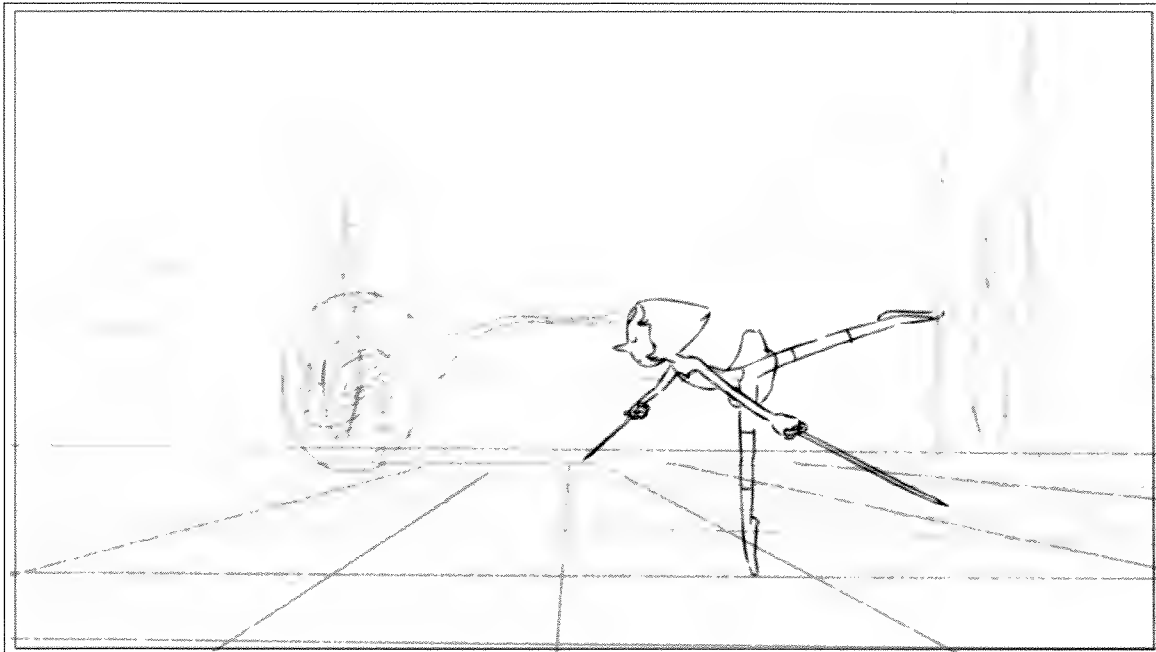
AUG 06 2013

1020.013

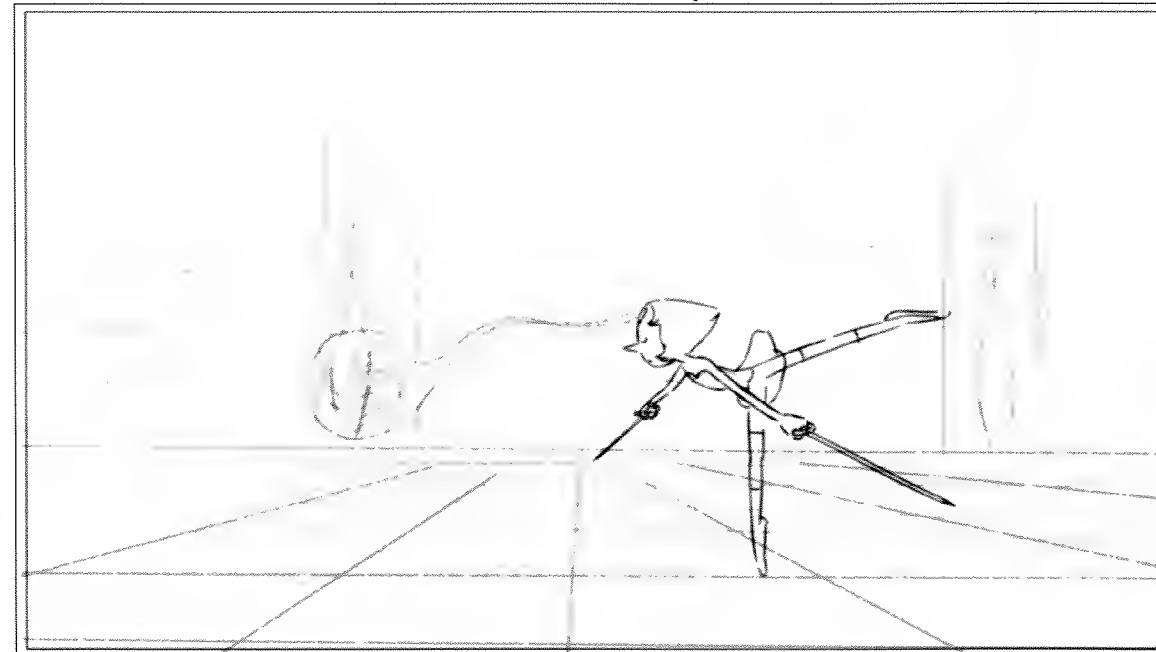
1020.013

1020.013

Scene	Panel	
26	CONT	18



Scene	Panel	
26	CONT	19



AUG 06 2013

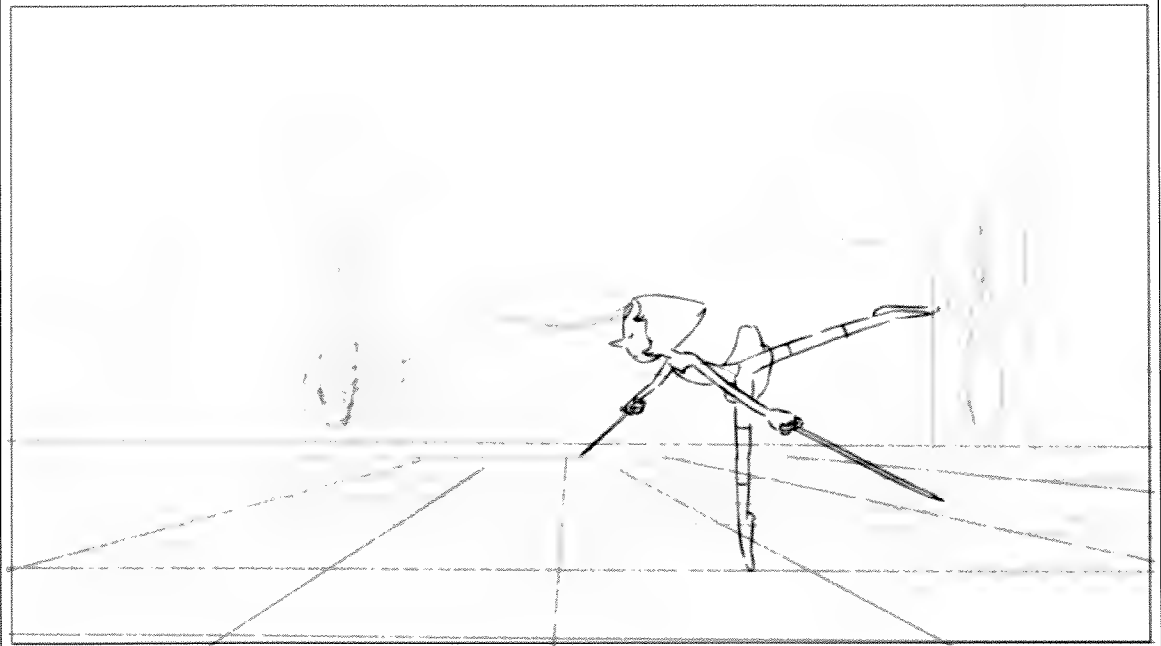
1020.013

1020.013

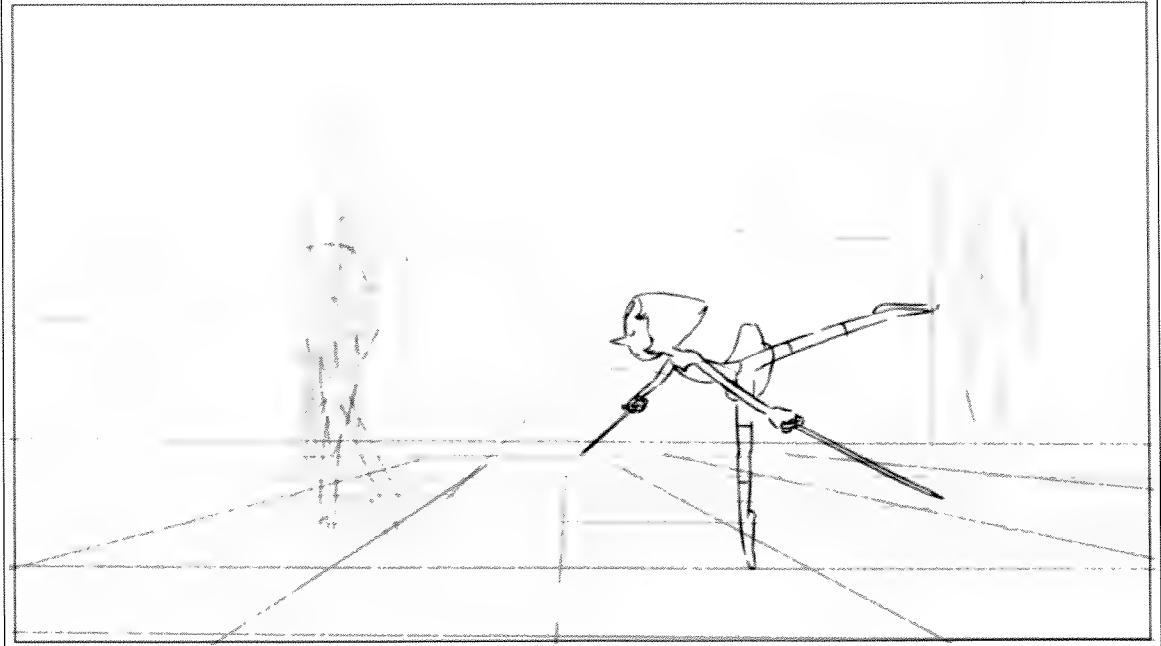
1020.013



Scene	Panel
26	cont
20	



Scene	Panel
26	cont
21	



AUG 08 2013

1020-013

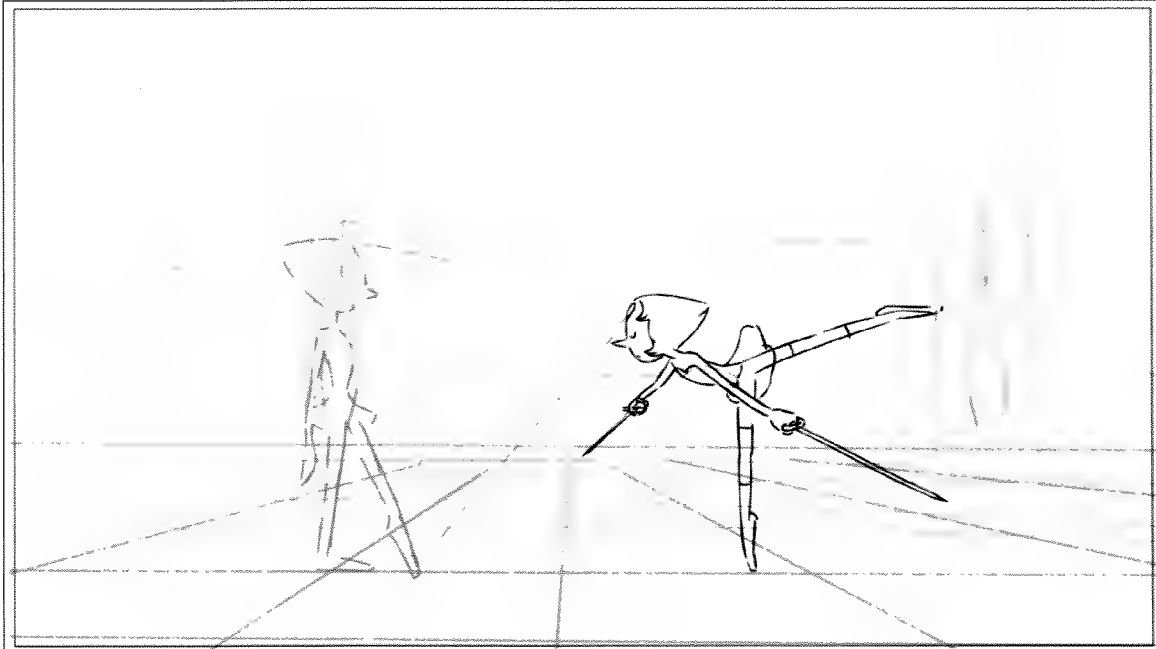
1020-013

1020-013



Scene	Panel
26	<i>CONT</i>

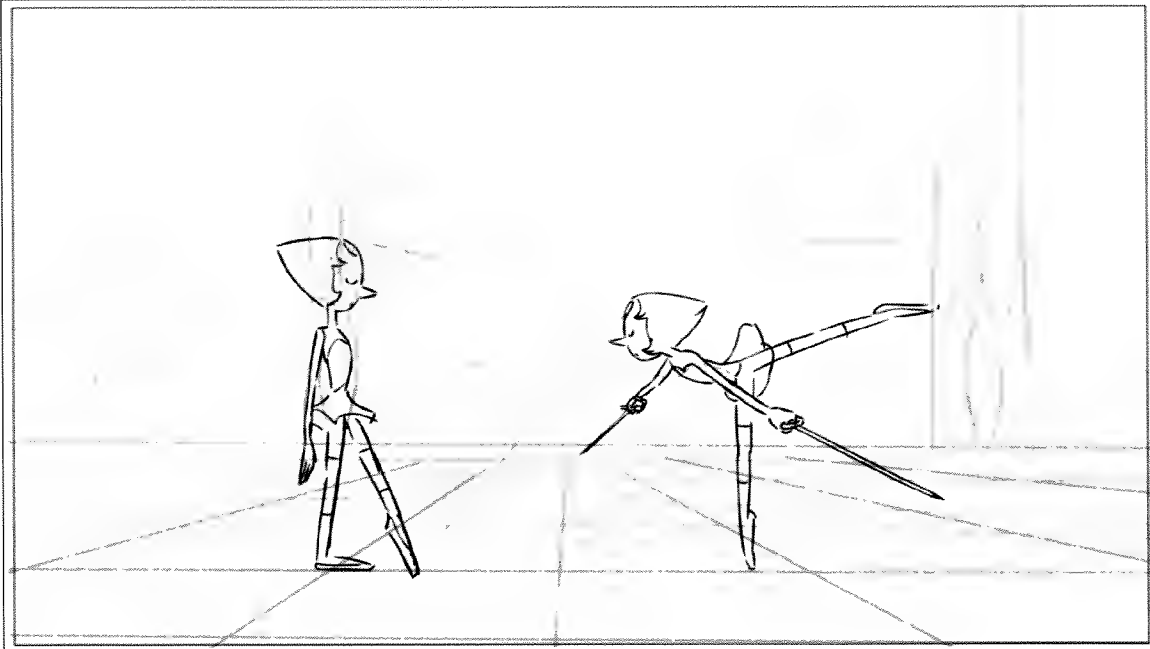
22



Slugging
0.08

Scene	Panel
26	<i>CONT</i>

23



Slugging
0.10

AUG 06 2013

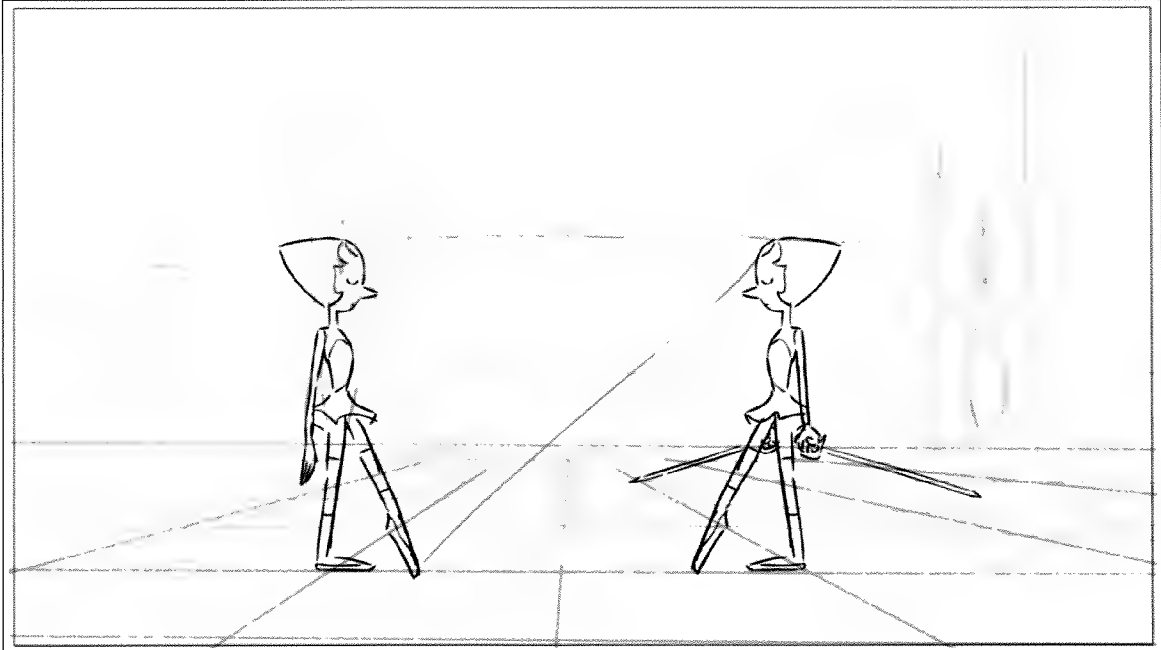
1020.013

1020.013

1020.013



Scene	Panel
26	24



Dialogue

Steven (os): COOOOL!

Slugging

2.00

Scene	Panel
27	1



Dialogue

STEVEN: Hologram Pearl!

Slugging

Panels 1 + 2 = 2.08

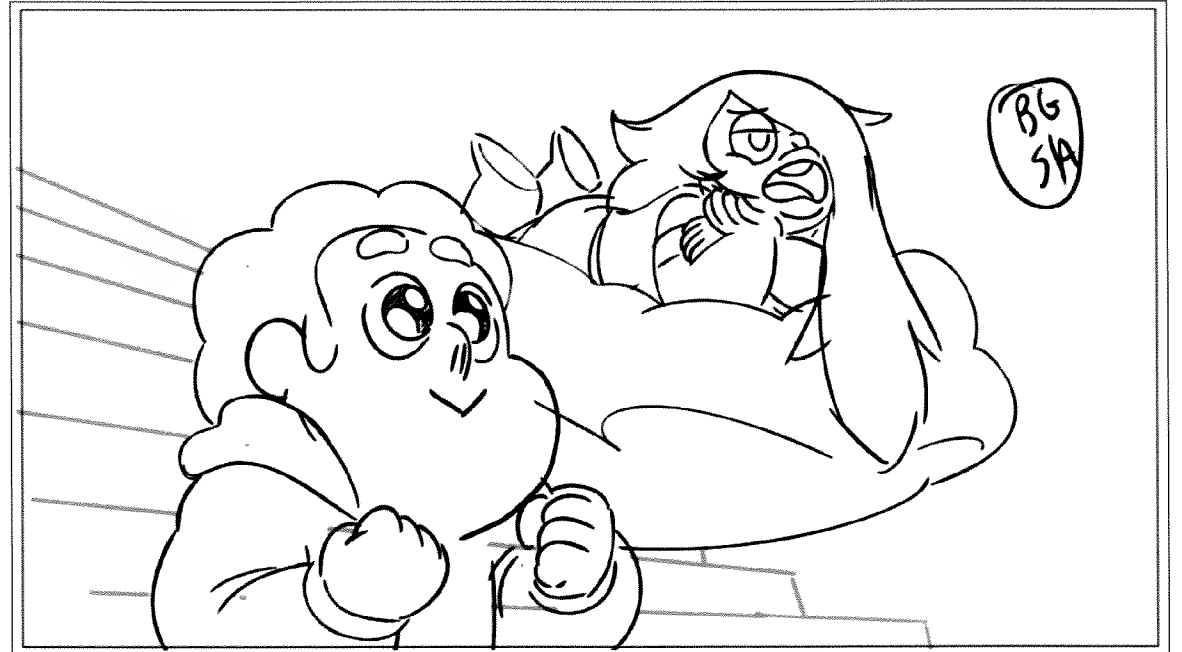
AUG 0 2013

Scene 27 Panel 2
cont



Dialogue
STEVEN: Hologram Pearl!

Scene 27 Panel 3
cont



Dialogue
AMETHYST: Aah jeez.

Slugging
2.04

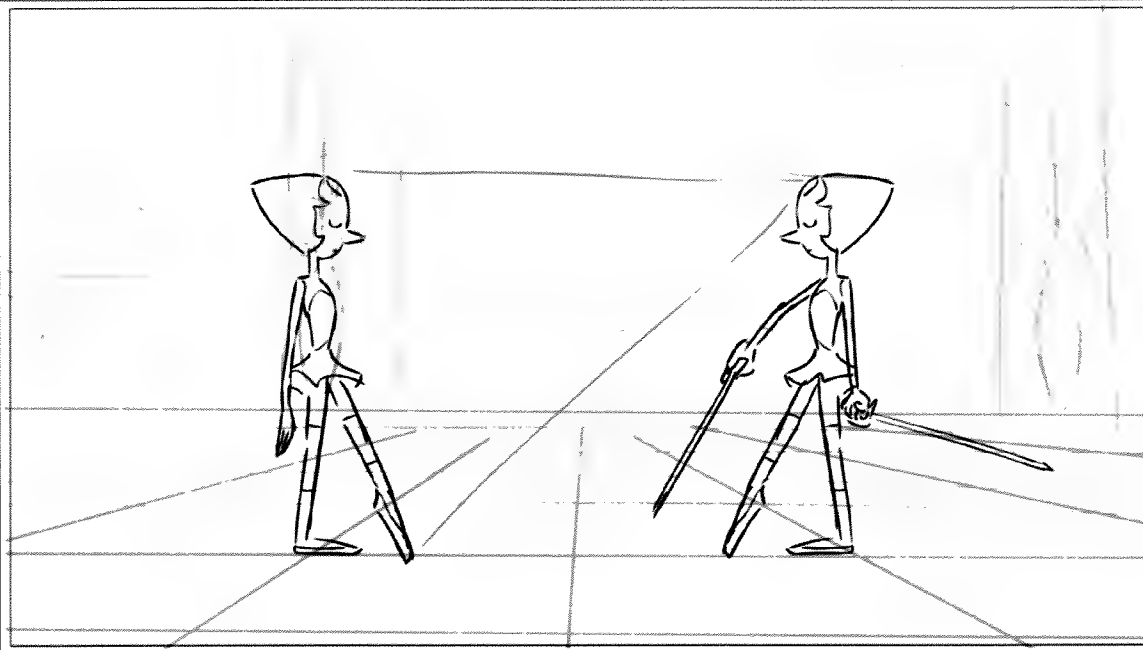
AUG 06 2013

1020.013

1020.013

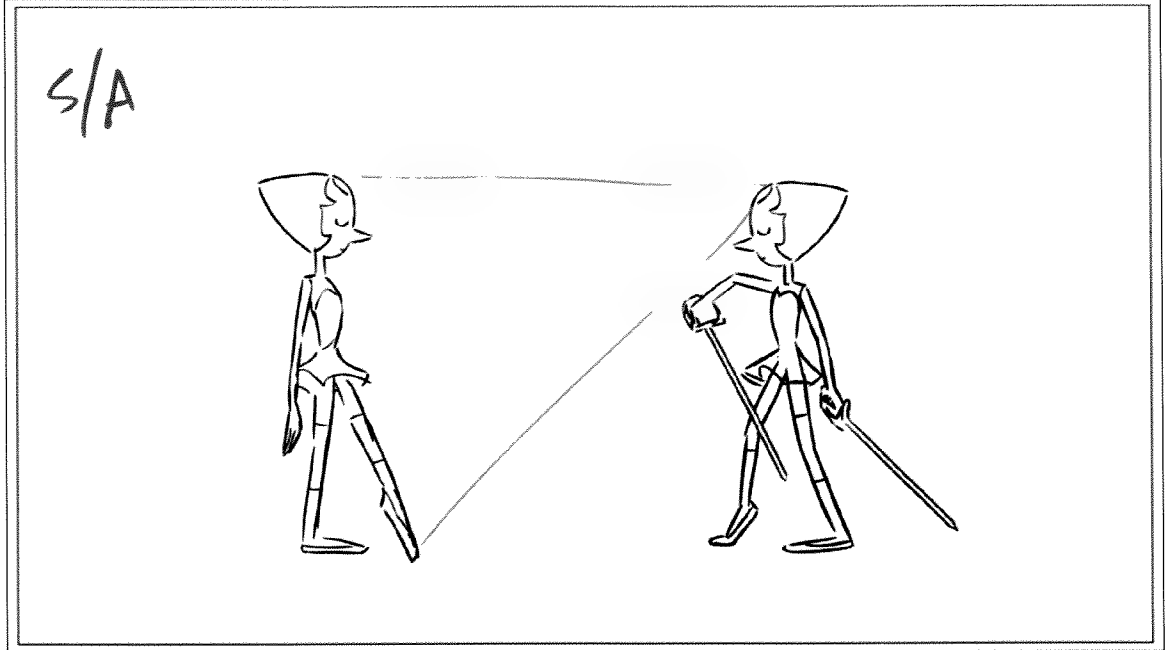
1020.013

Scene	Panel
28	1



Slugging
0.15

Scene	Panel
28	2



Action Notes
Pearl steps forward - putting her weight on her right foot.

Slugging
0.06

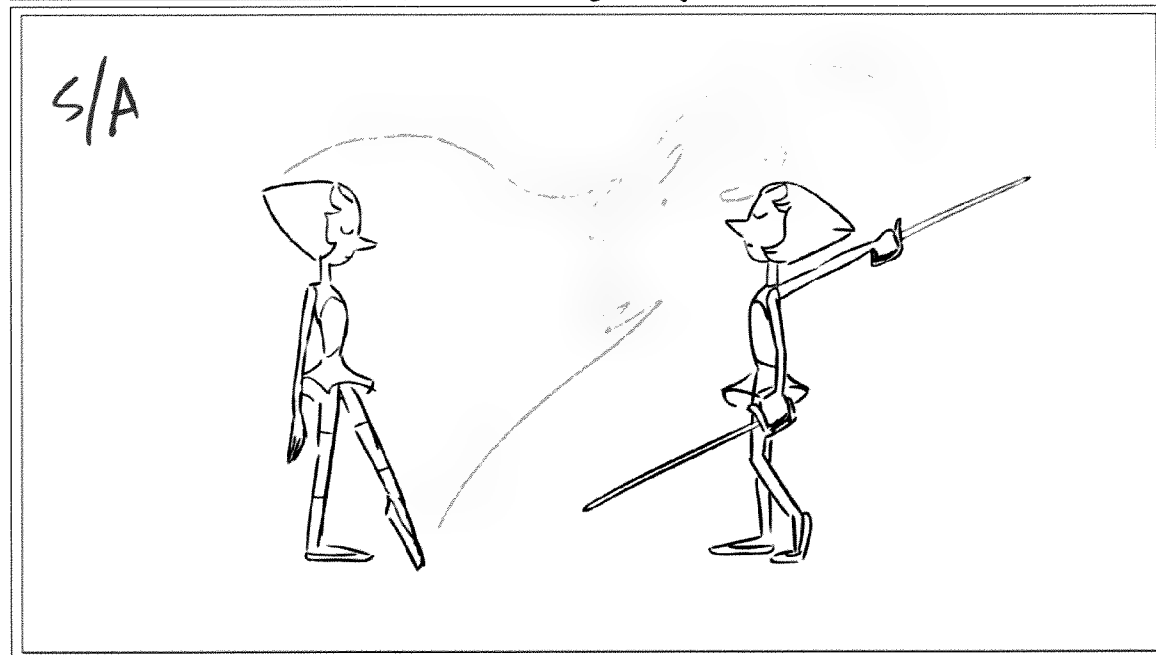
AUG 06 2013

1020.013

1020.013

1020.013

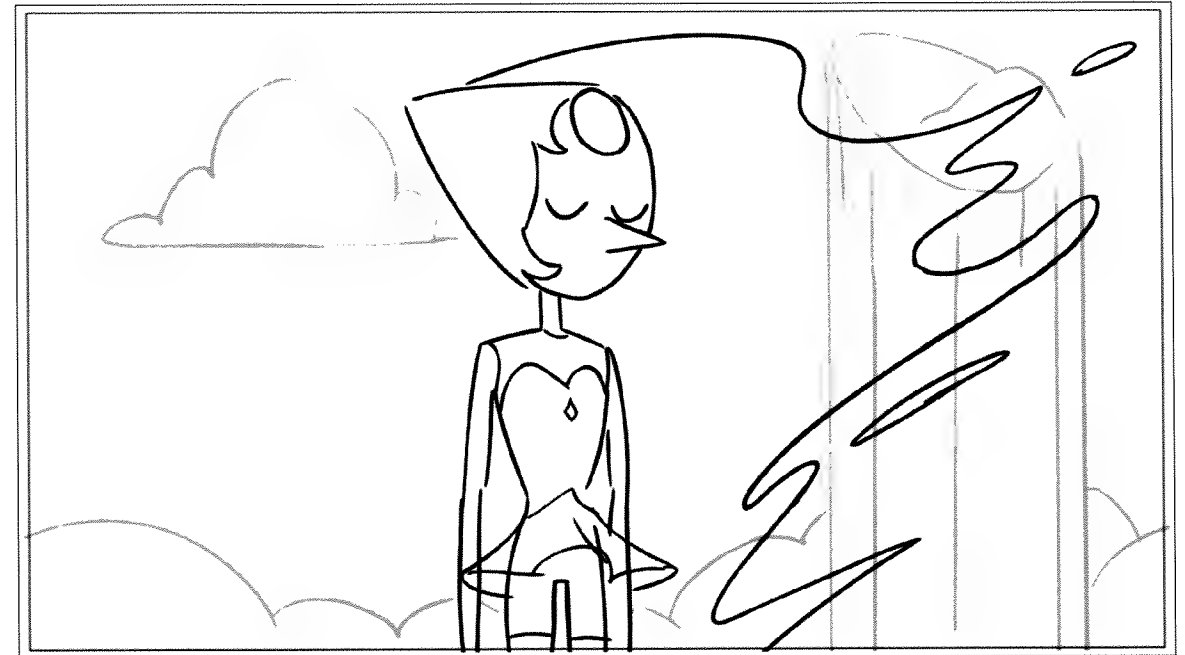
Scene	Panel
28	CONT



Action Notes
Pearl elegantly cut the connecting light.

Slugging
0.04

Scene	Panel
29	1



Action Notes
The projection light is sucked back into Holo-Pearl.

Slugging
0.06

AUG 6 11 11

1020.013

1020.013

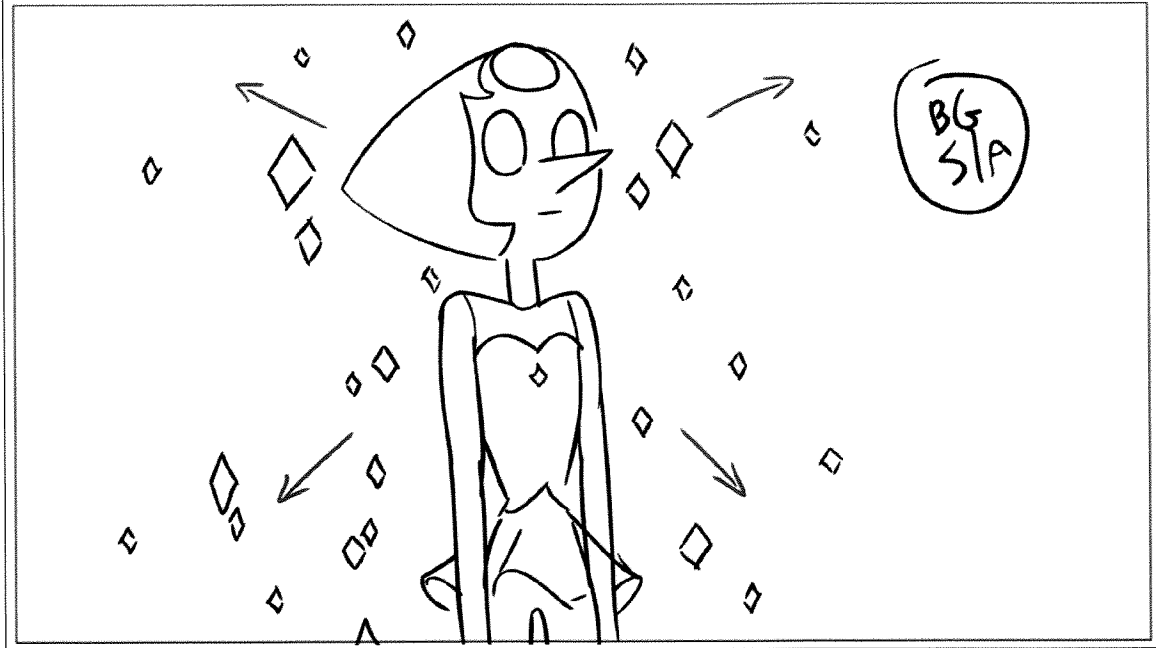
1020.013

Scene 29 Panel 2



Slugging
0.08

Scene 29 Panel 3



Action Notes
Holo-Pearl springs to life, sparkles fly off.

Slugging
0.11

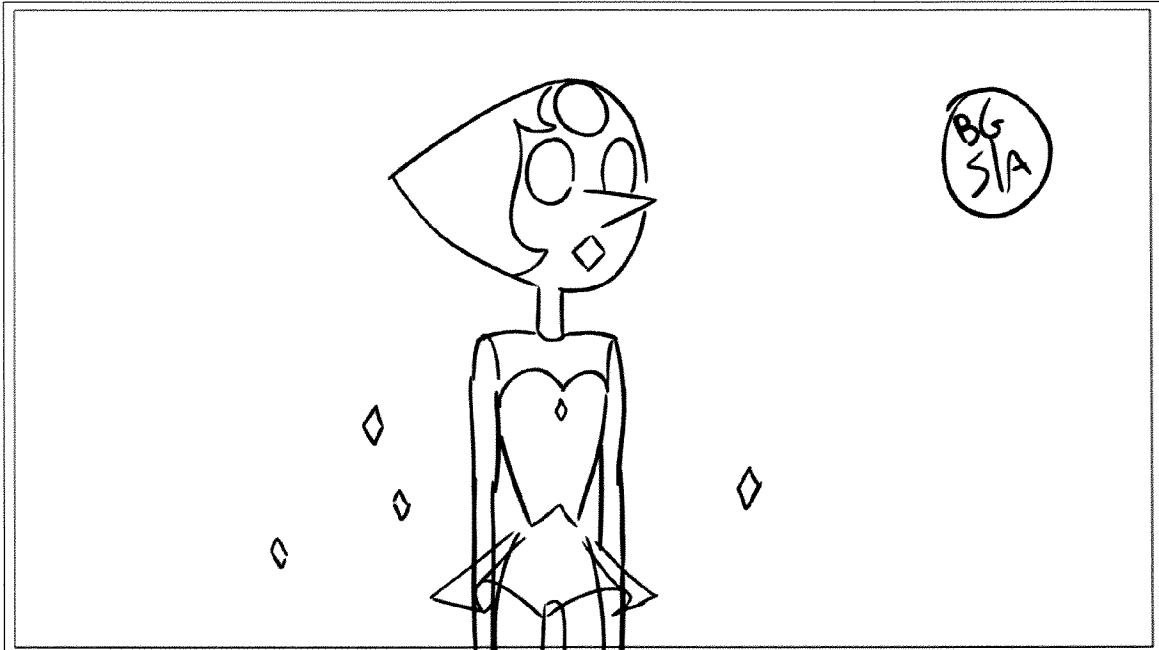
AUG 06 2013

1020.013

1020.013

1020-013

Scene	Panel
29	CONT 4



Dialogue

HOLO-PEARL: Do you wish to engage in combat?

Action Notes

NO LIP SYNC on Holo-Pearl, she holds one mouth shape when speaking.

Slugging

3.08

Scene	Panel
30	1



Dialogue

PEARL: Let this be the...

Slugging

1.14

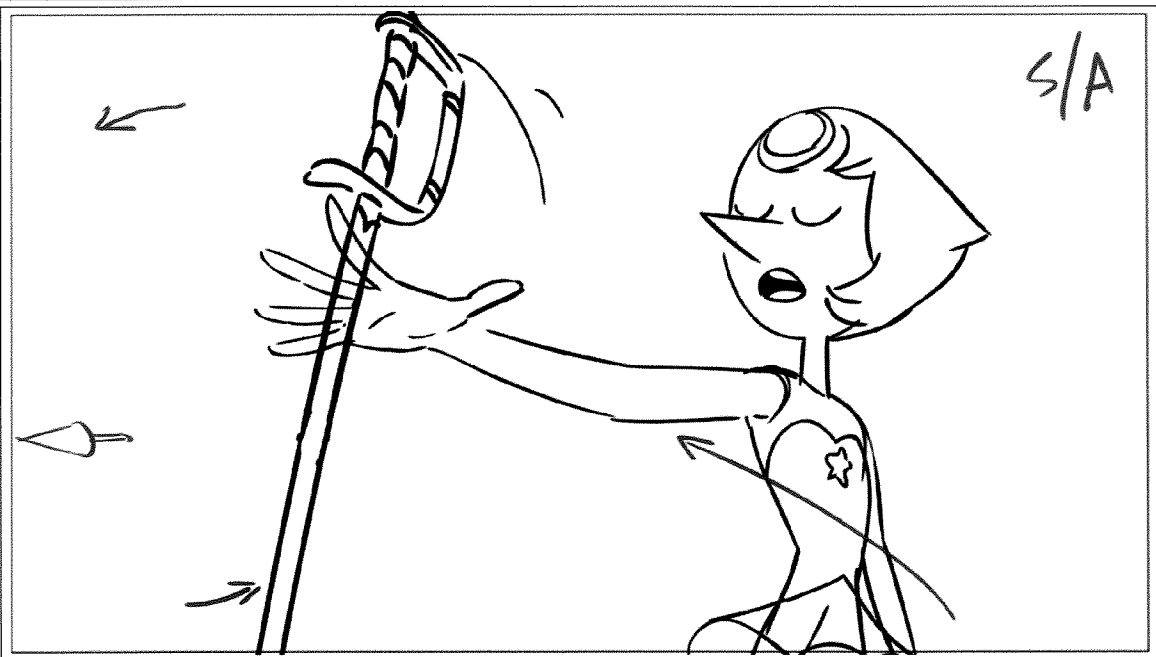
AUG 06 2015

1020.013

1020.013

1020.013

Scene 30 Panel 2
cont

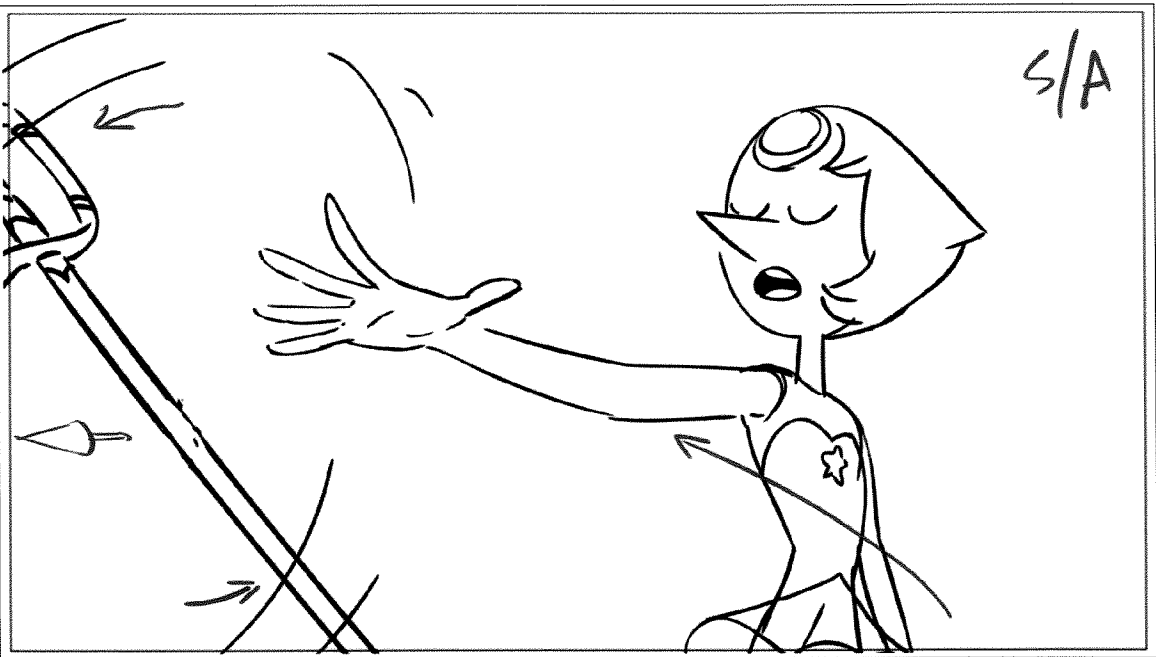


Dialogue
PEARL: ...perfect -

Action Notes
Pearl tosses her spare sword forward.

Slugging
Panels 2 + 3 = 1.13

Scene 30 Panel 3
cont



Dialogue
PEARL: -battle.

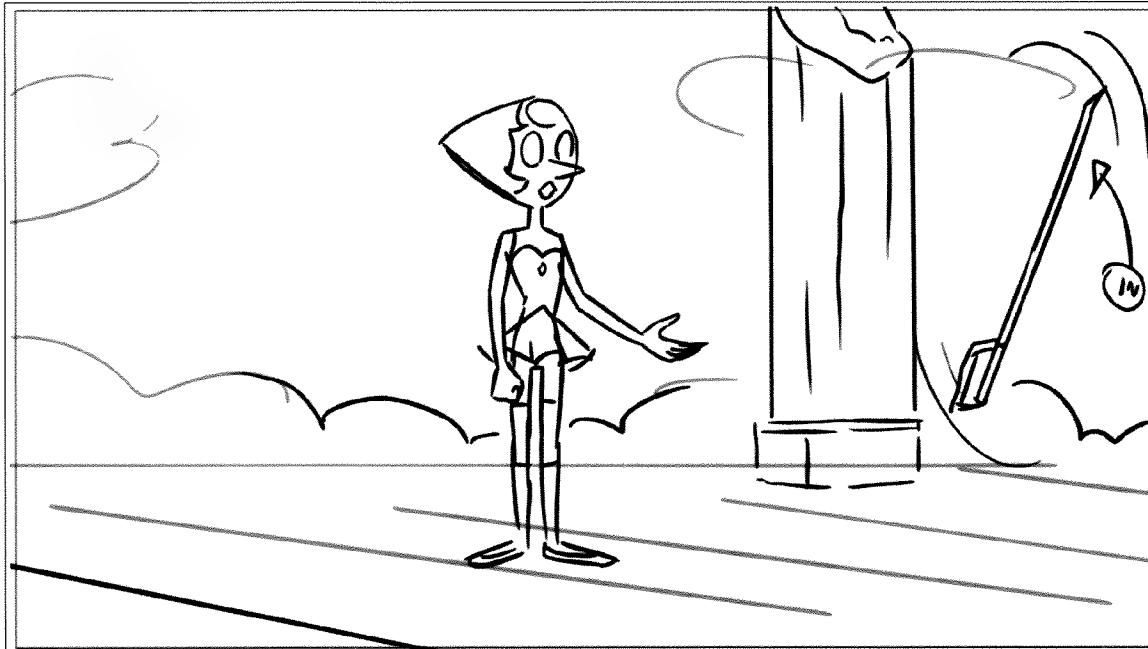
Action Notes
Pearl tosses her spare sword forward.

AUG 06 2013

1020-013

1020-013

Scene	Panel
31	1



Dialogue

HP: You've -

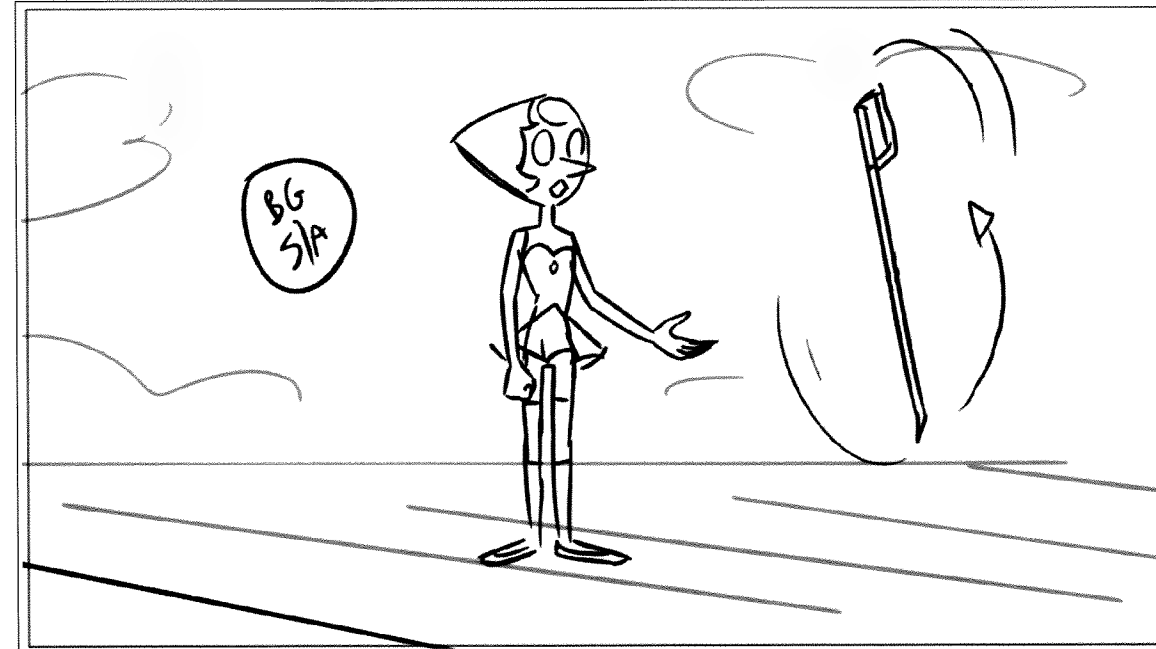
Action Notes

Pearl's spare sword spins IN towards Holo-Pearl.

Slugging

Panels 1 to 3 = 0.13

Scene	Panel
31	2



Dialogue

HP: -already...

Action Notes

Pearl's spare sword spins IN towards Holo-Pearl.

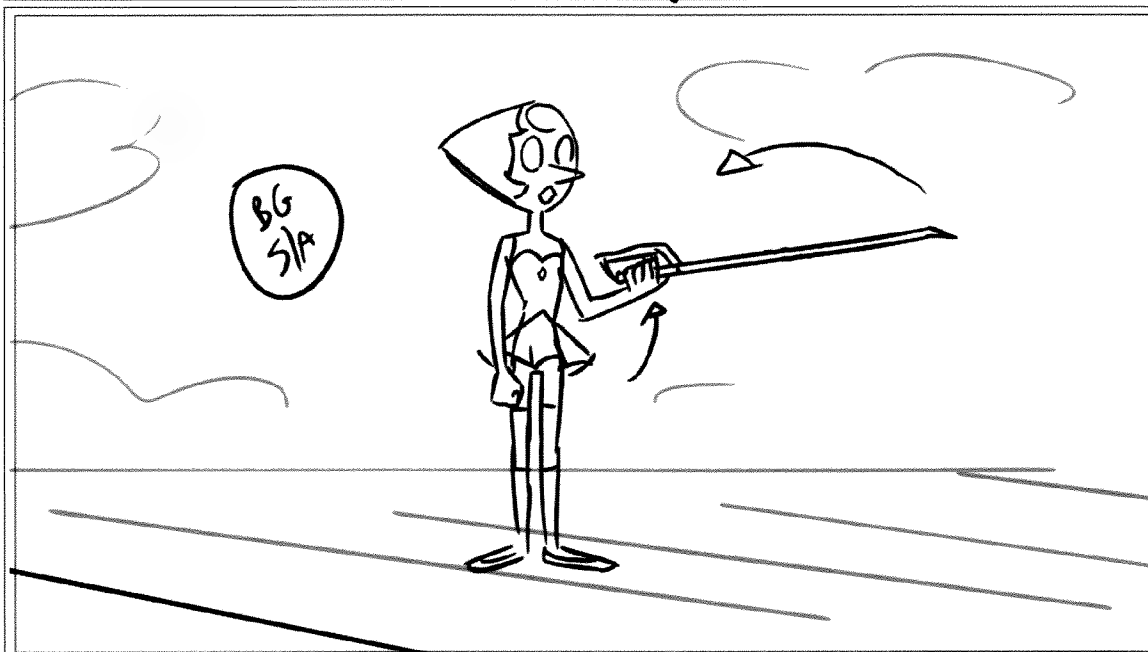
AUG 0 to 200

1020.013

1020.013

1020.013

Scene 31 Panel 3



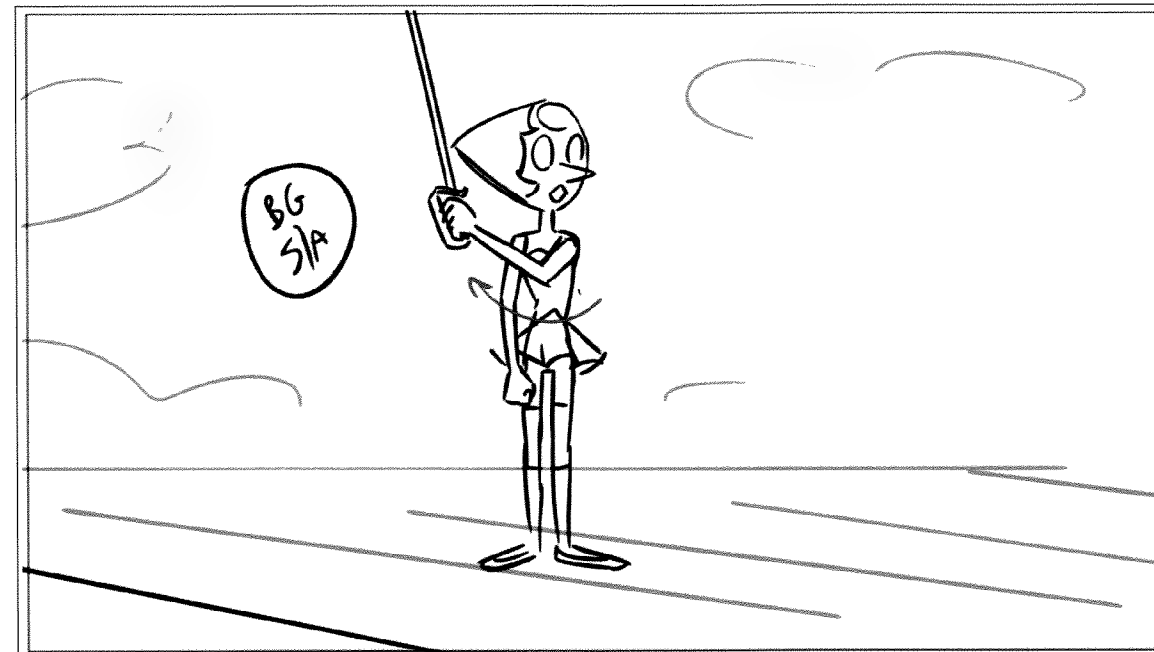
Dialogue

HP: ...made a-

Action Notes

Pearl's spare sword spins IN towards Holo-Pearl.

Scene 31 Panel 4



Dialogue

HP: - mistake...

Action Notes

Holo-Pearl catches the sword unflinchingly.

Slugging

1.13

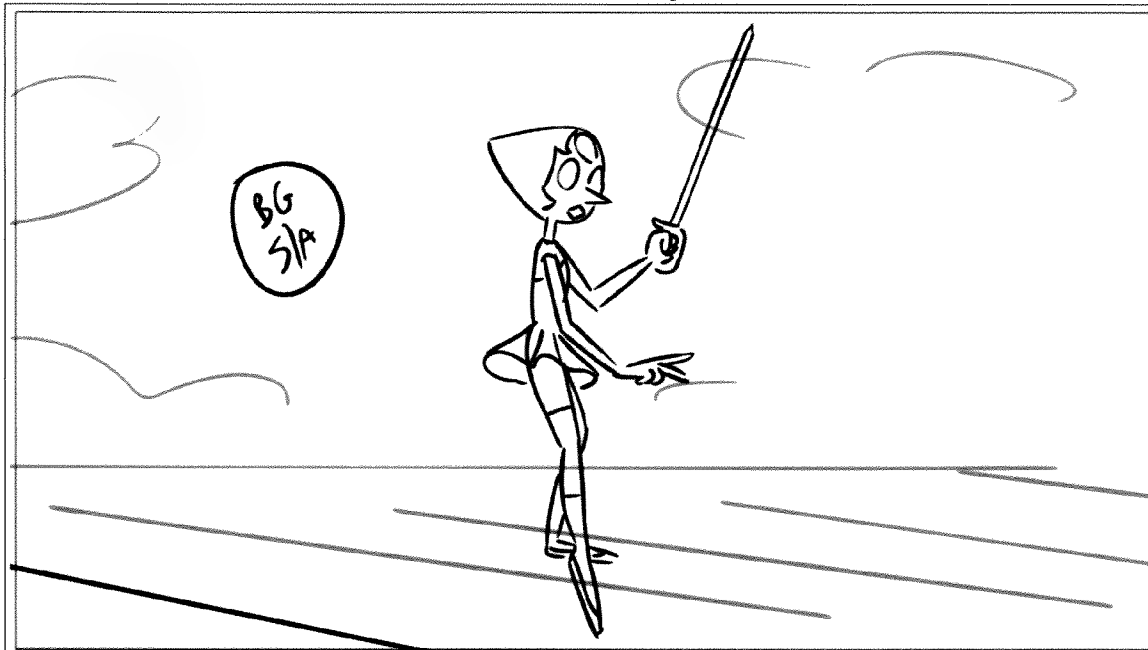
AUG 06 2013

1020.013

1020.013

1020.013

Scene 31 Panel 5
CONT



Dialogue
HP: ...by challenging...

Slugging
1.02

Scene 31 Panel 6
CONT



Dialogue
HP: ...me!

Slugging
1.02

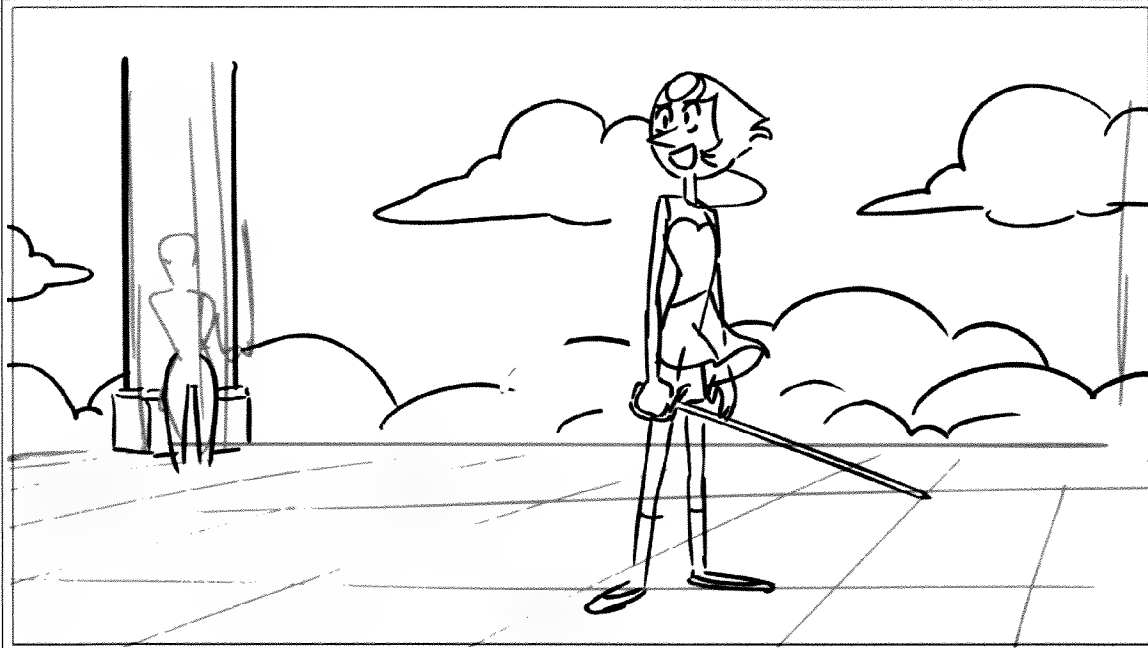
AUG 06 2013

1020.013

1020.013

1020.013

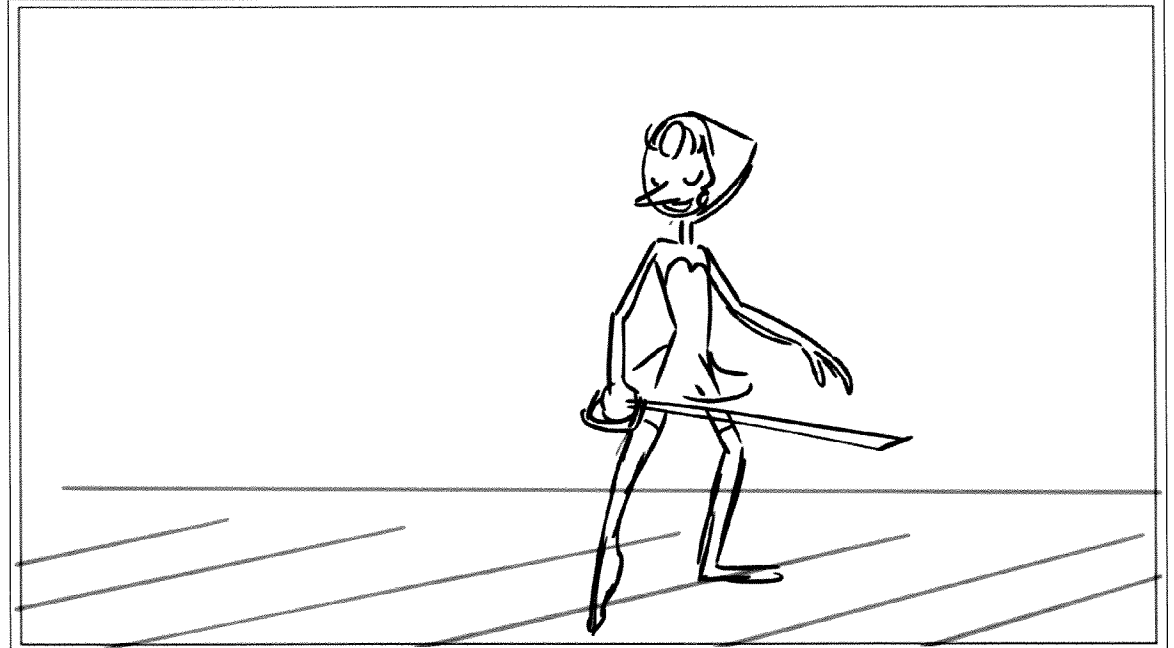
Scene	Panel
32	1



Dialogue
PEARL: HA!

Slugging
1.07

Scene	Panel
32	CONT 2



Dialogue
PEARL: We shall...

Slugging
1.04

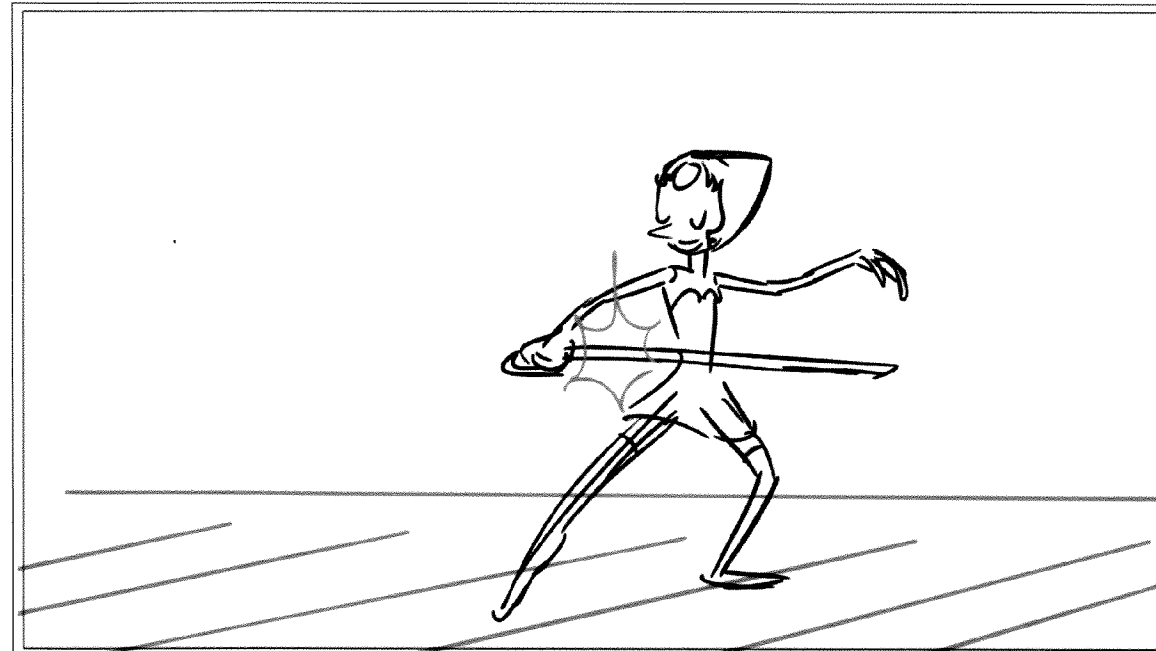
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
32	CONT
	3

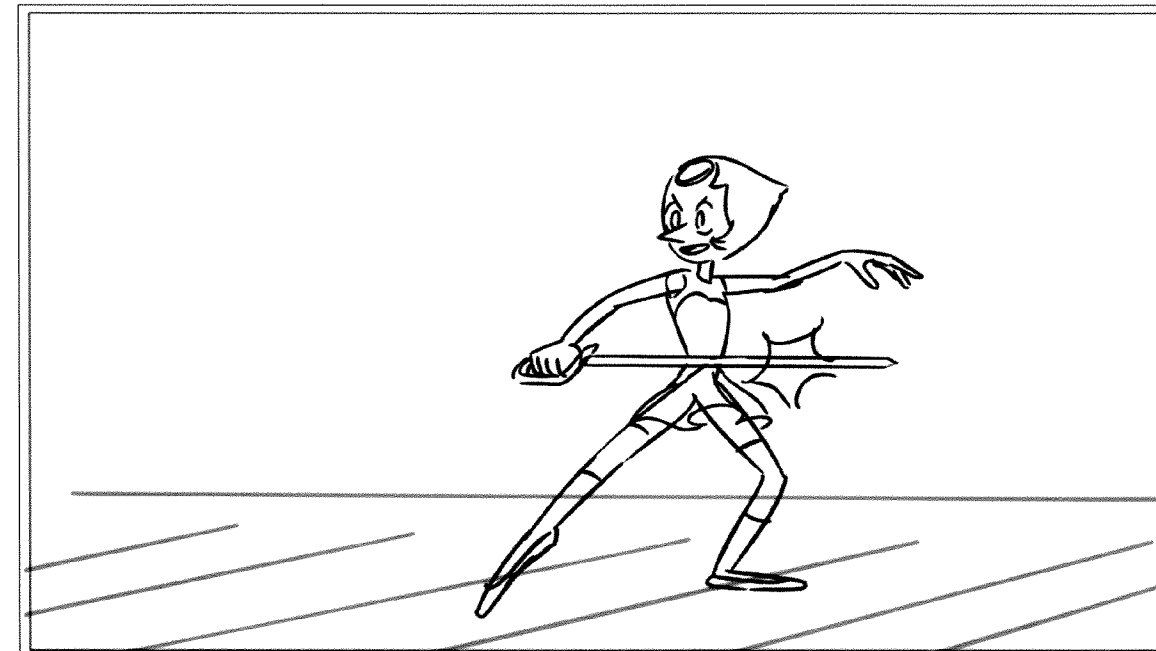


Dialogue
PEARL: ...let our...

Action Notes
A Shimmer of light reflects down the length of her blade as she raises the sword.

Slugging
0.14

Scene	Panel
32	CONT
	4



Dialogue
PEARL: ...swords decide.

Slugging
0.09

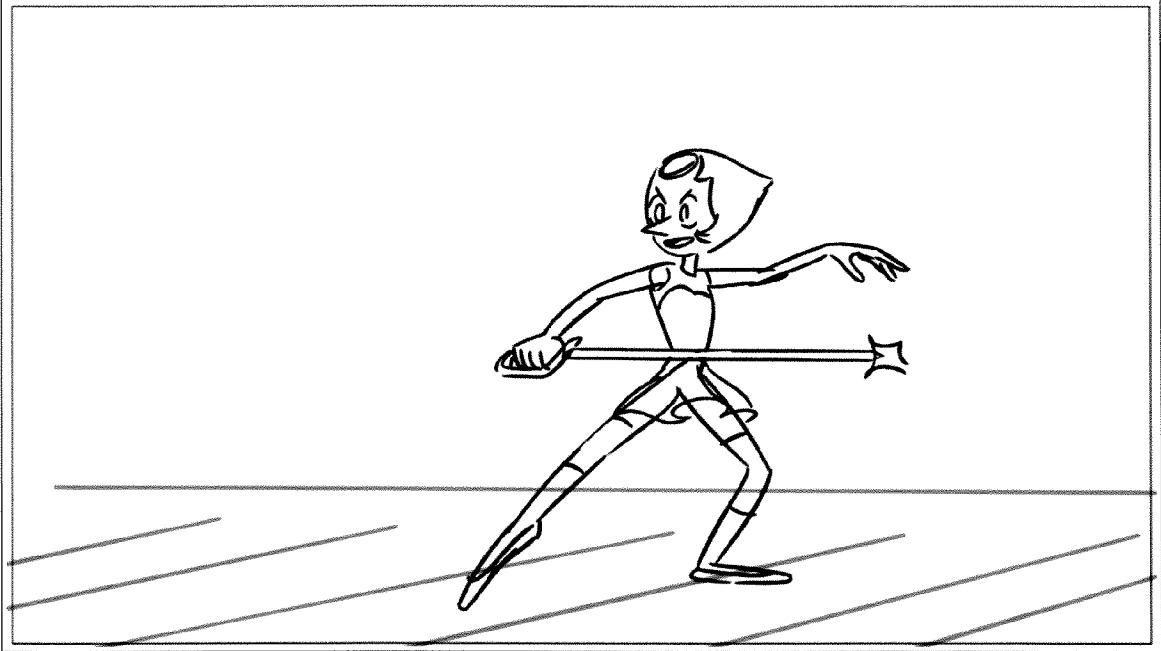
AUG 06 2013

1020.013

1020.013

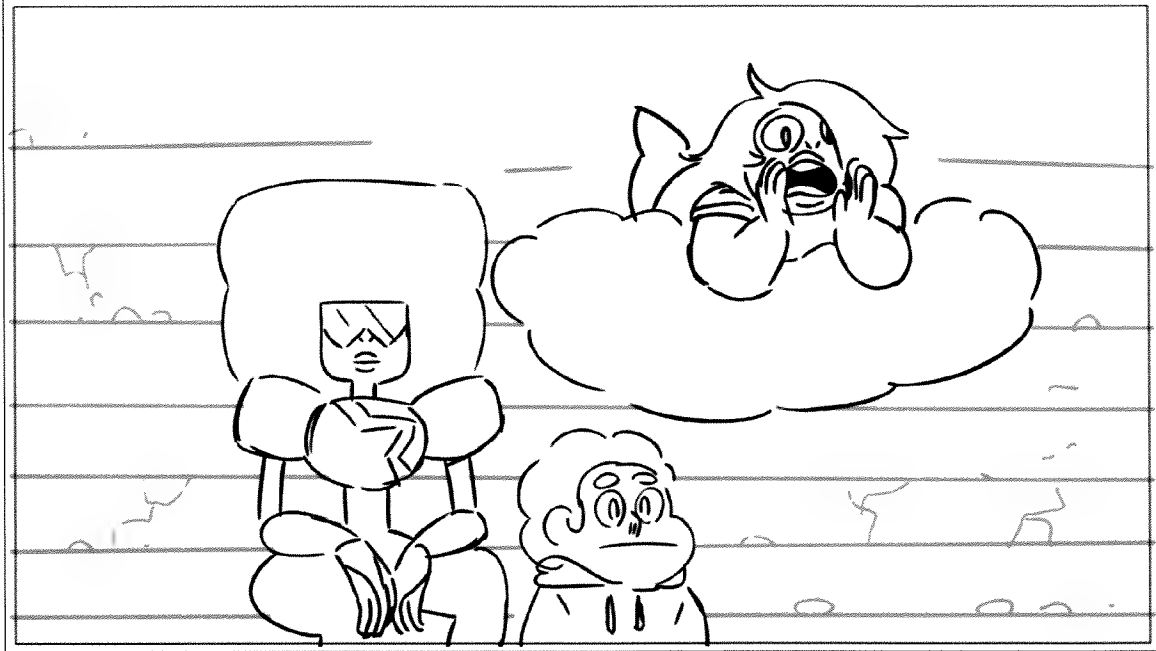
1020.013

Scene	Panel
32	CONT
	5



Slugging
0.14

Scene	Panel
33	
	1



Dialogue
AMETHYST: NERD!

Slugging
1.10

AUG 06 2015

1020.013

1020.013

1020.013

Scene 33 Panel 2



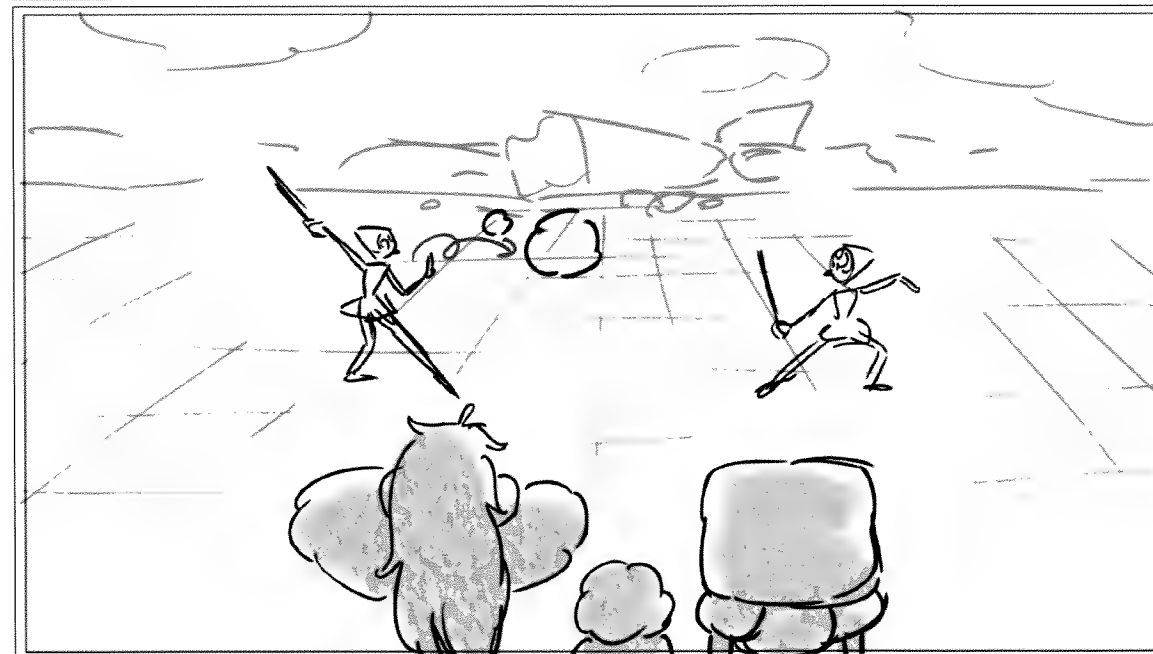
Dialogue

GARNET + STEVEN: SHHHHHHHHHHHH!!

Slugging

1.06

Scene 34 Panel 1



Action Notes

Cloud rolls by like a tumble weed in BG.

Slugging

1.00

AUG 06 2012

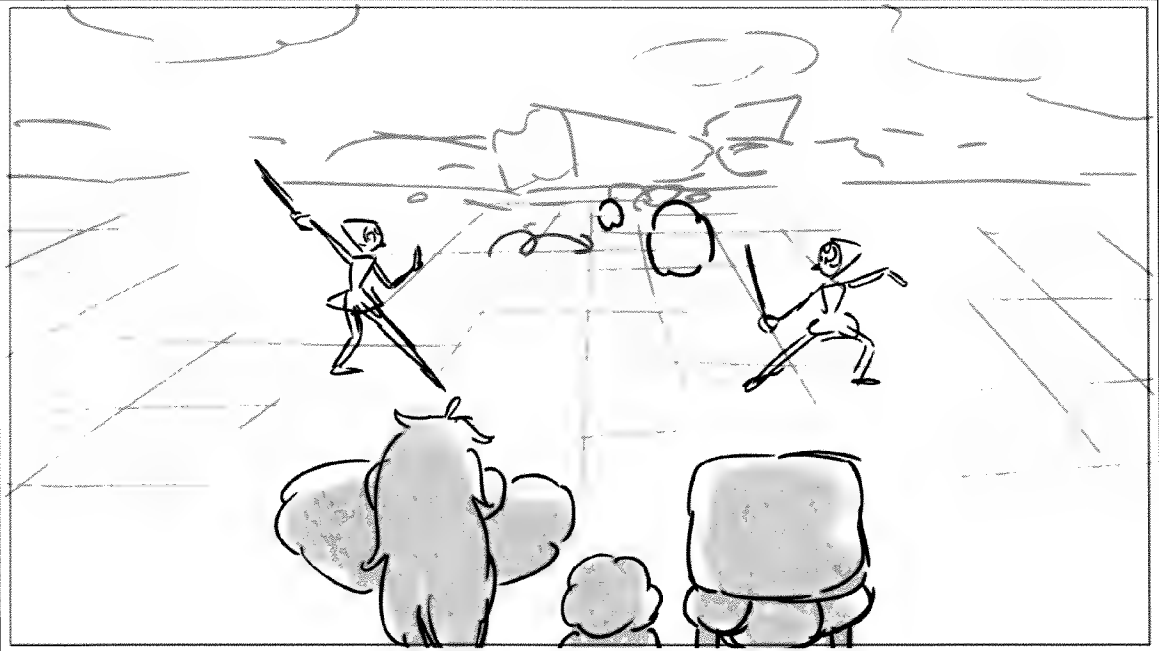
1020.013

1020.013

1020.013

1020.013

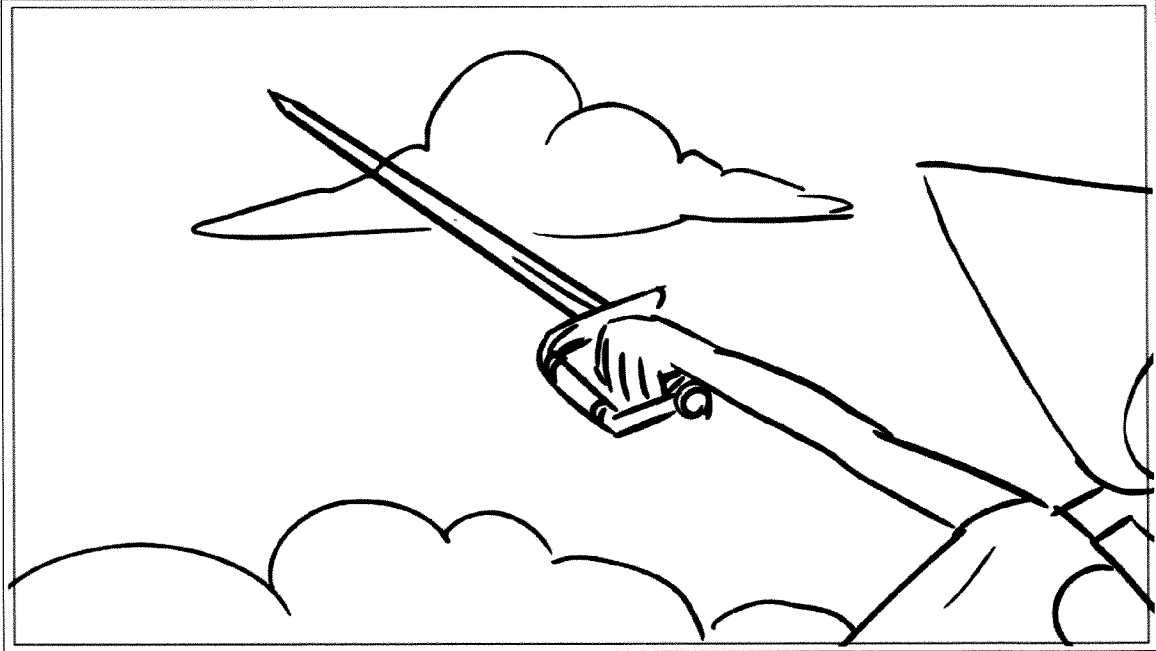
Scene	Panel
34	CONT 2



Action Notes
Cloud rolls by like a tumble weed in BG.

Slugging
1.07

Scene	Panel
35	1



Action Notes
Holo-Pearl's hair does not move.

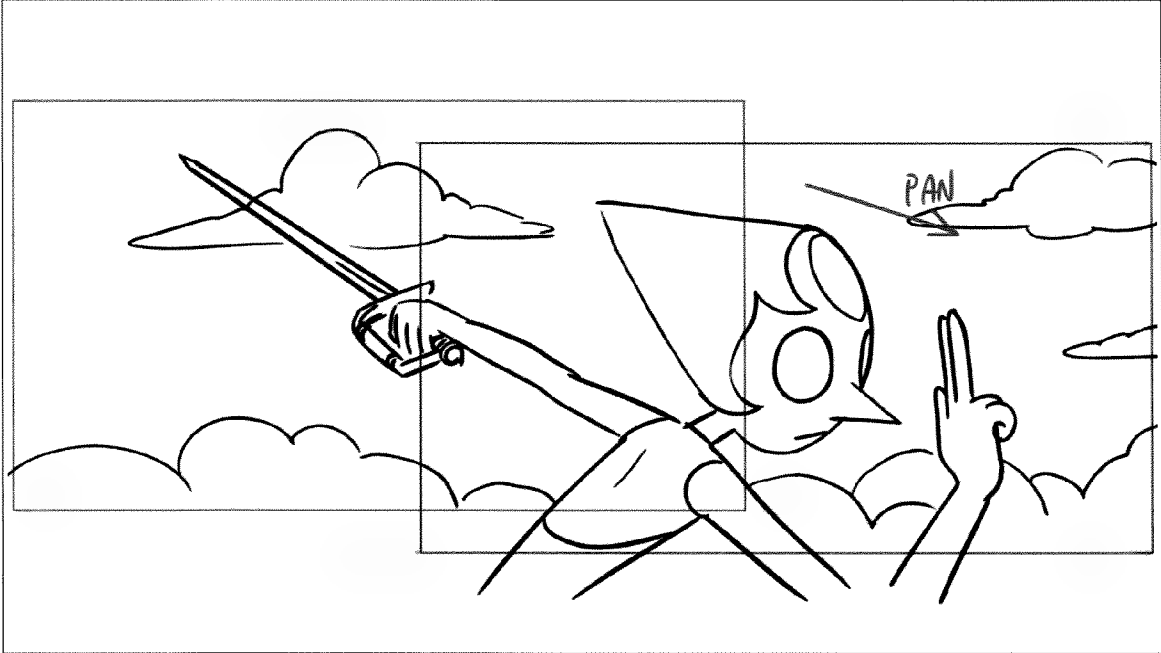
Slugging
0.06

AUG 06 2013

1020.013



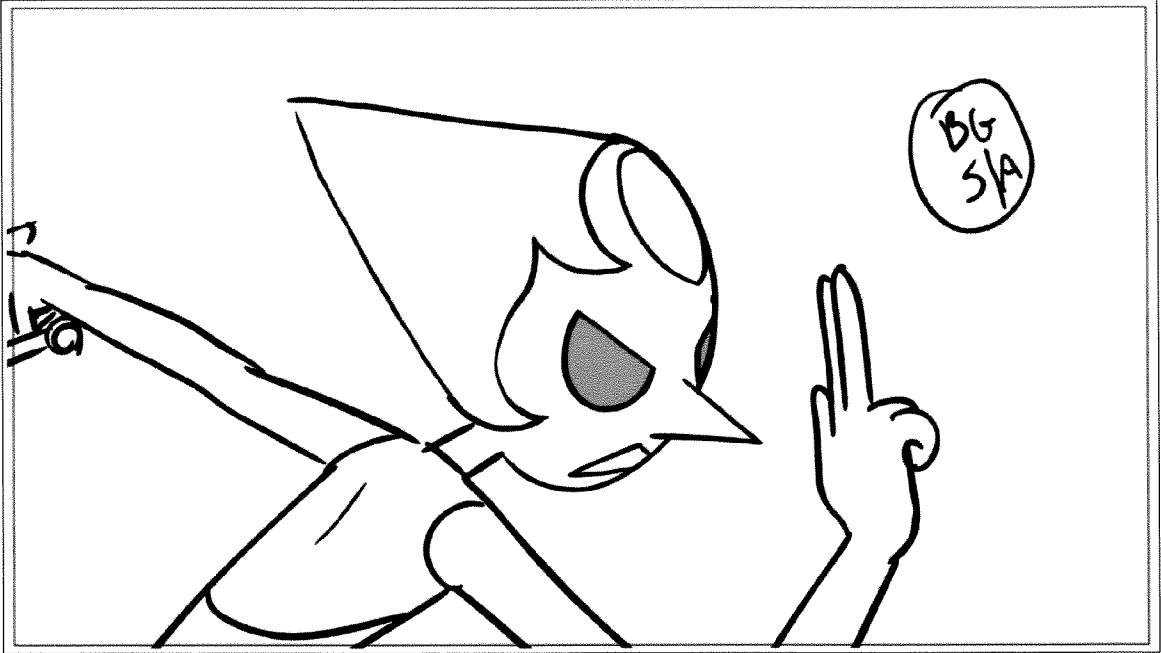
Scene	Panel
35	CONT
	2



Action Notes
Camera ADJ SE - screen right.

Slugging
ADJ: 0.10
Then HOLD: 0.10

Scene	Panel
35	CONT
	3



Dialogue
HP: Commencing Duel.

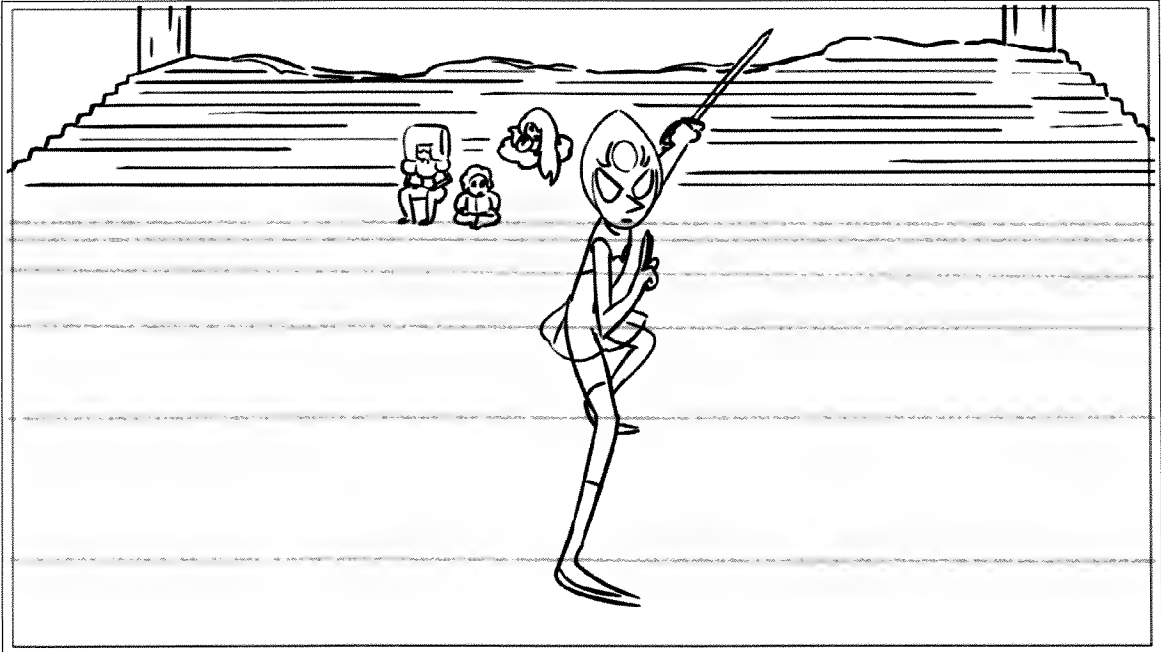
Action Notes
Holo-Pearl eyes narrow and glow red.

Slugging
2.03

AUG 06 2013



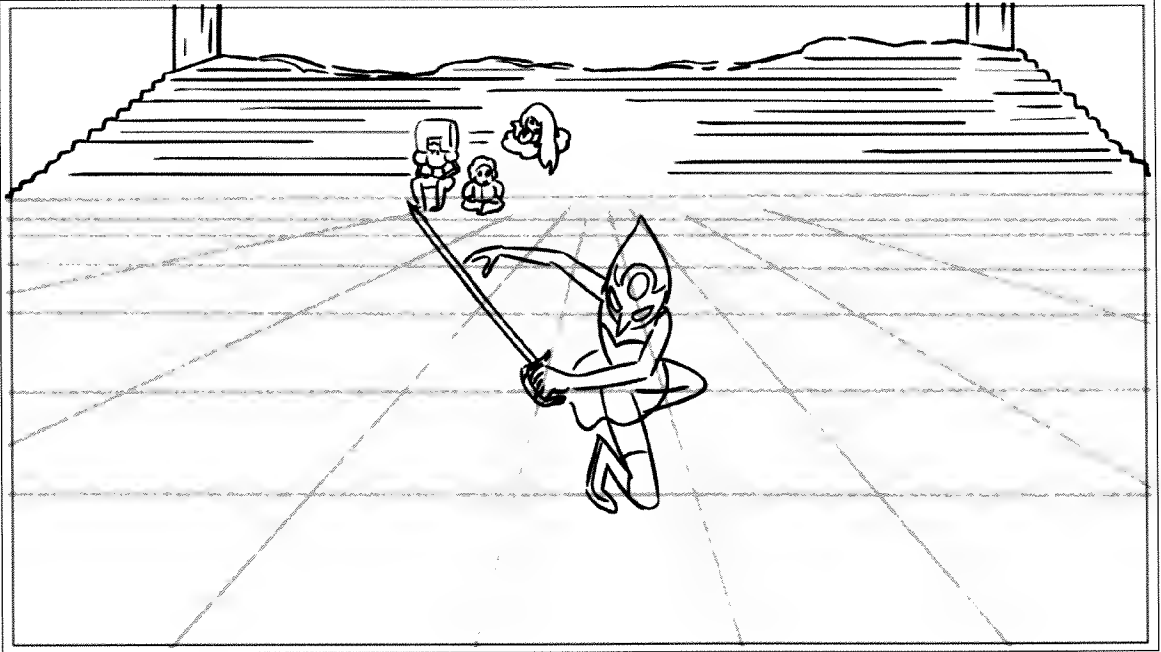
Scene	Panel
36	1



Action Notes
BG moves back as Holo-Pearl flys forward towards camera.

Slugging
0.08

Scene	Panel
36	2



Slugging
0.08

AUG 0 6 2013

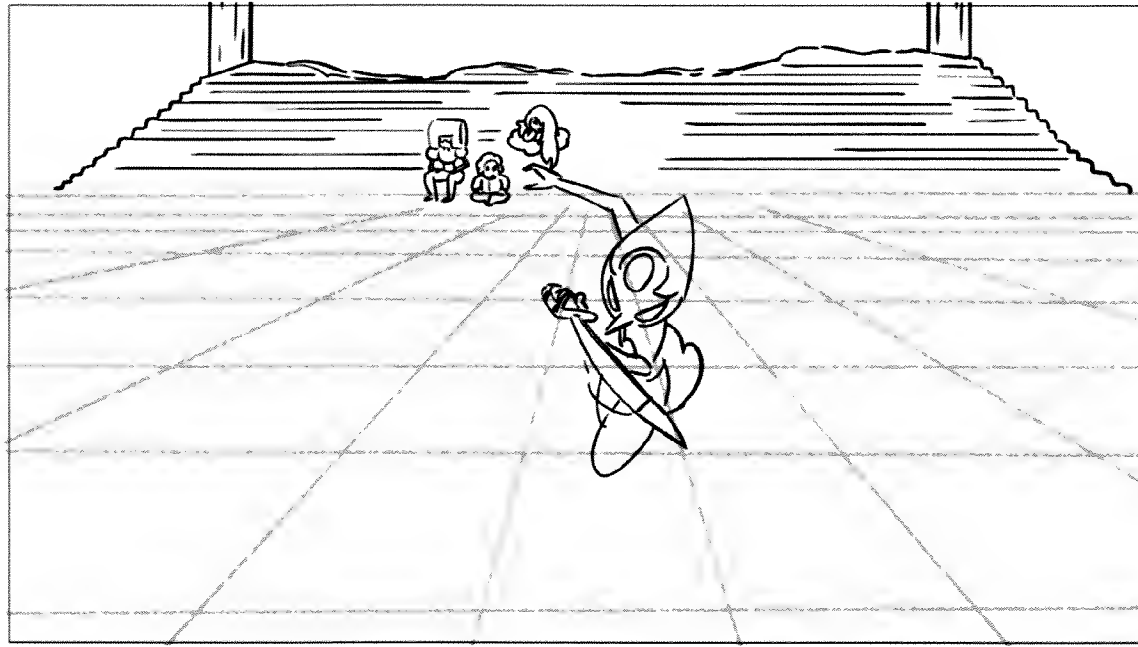
1020-013

1020-013

1020-013

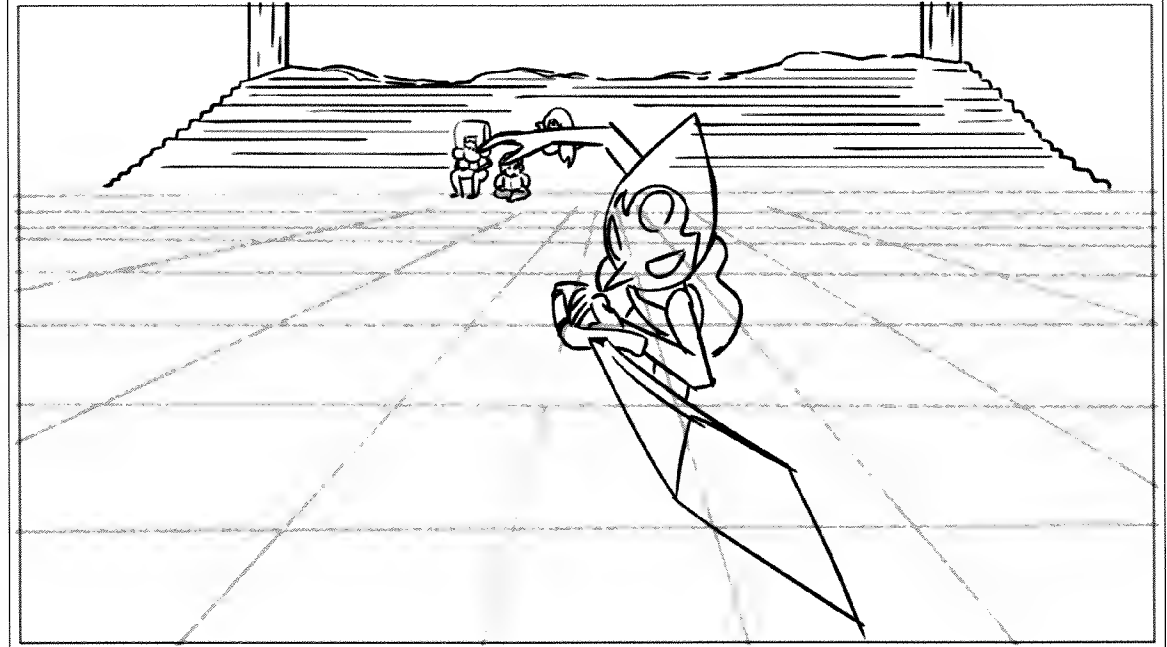


Scene 36 Panel 3
cont



Slugging
0.04

Scene 36 Panel 4
cont



Slugging
0.04

AUG 06 2013

1020-013

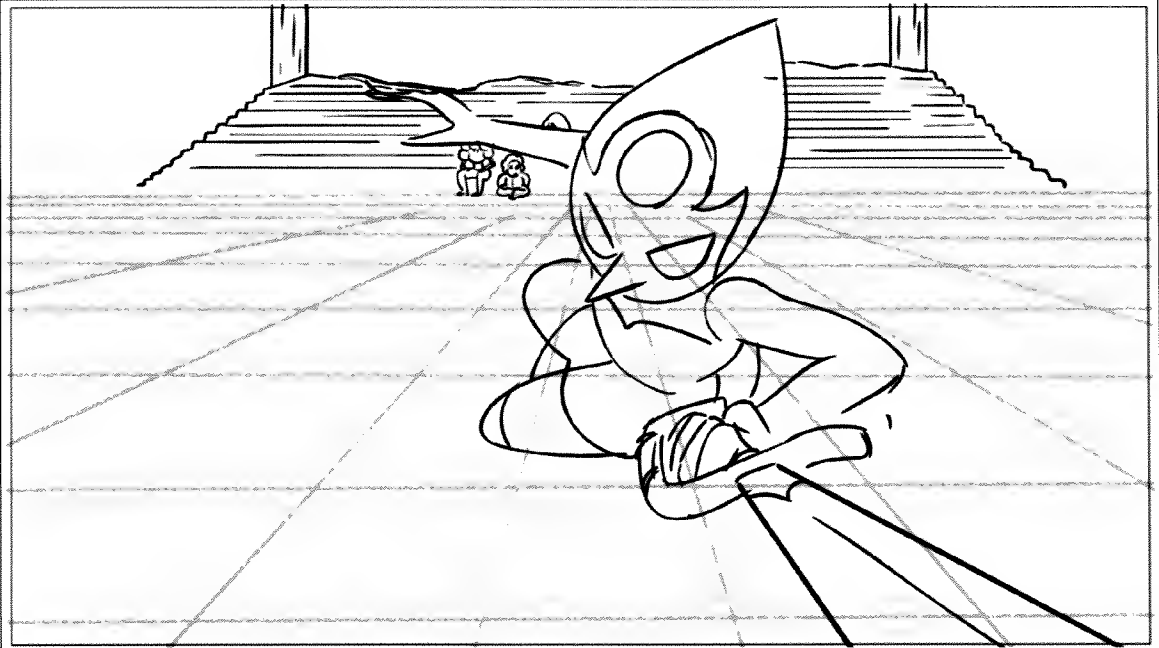
1020-013

1020-013



Scene	Panel
36	<i>CONT</i>

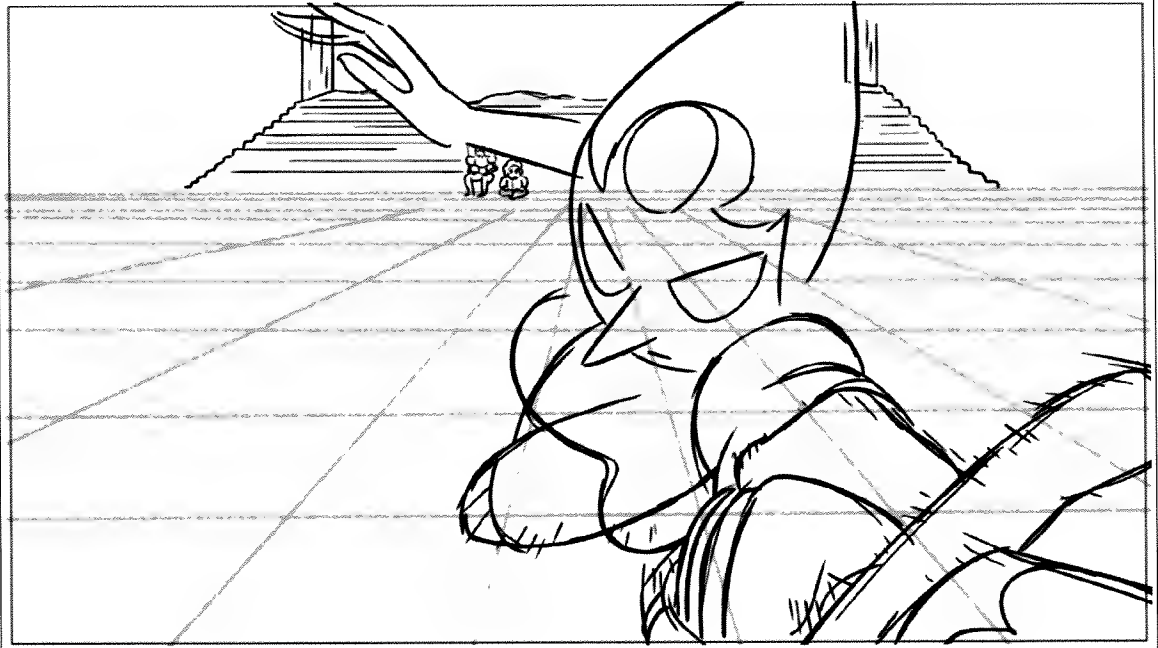
5



Slugging
0.04

Scene	Panel
36	<i>CONT</i>

6



Slugging
0.04

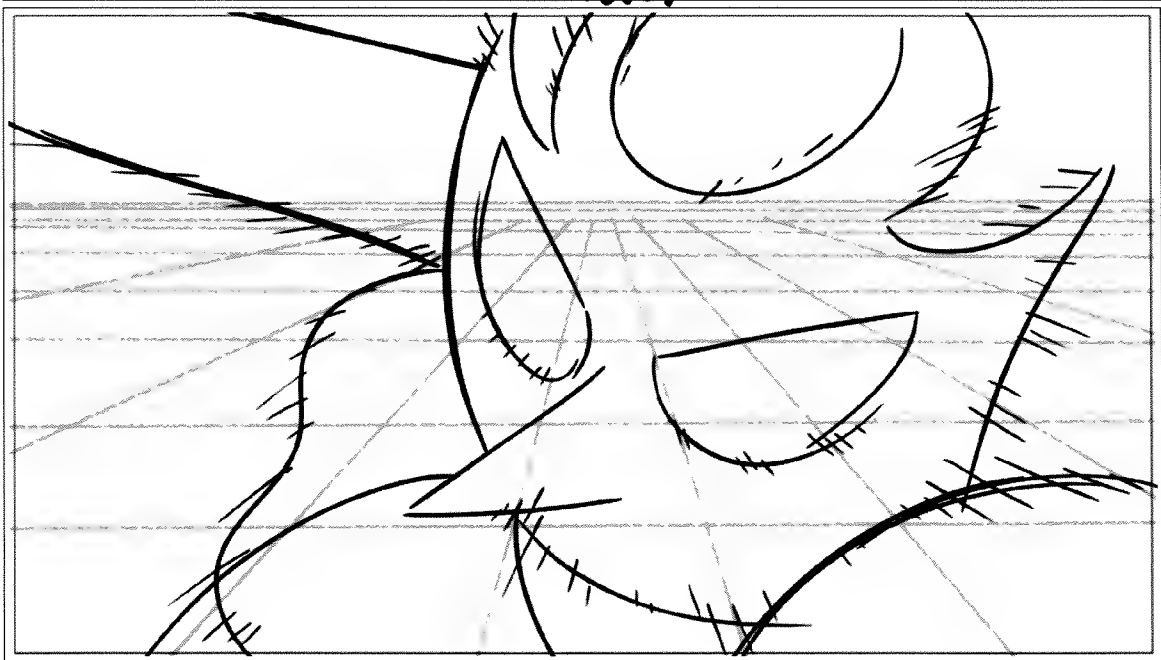
AUG 06 2013

1020.013

1020.013

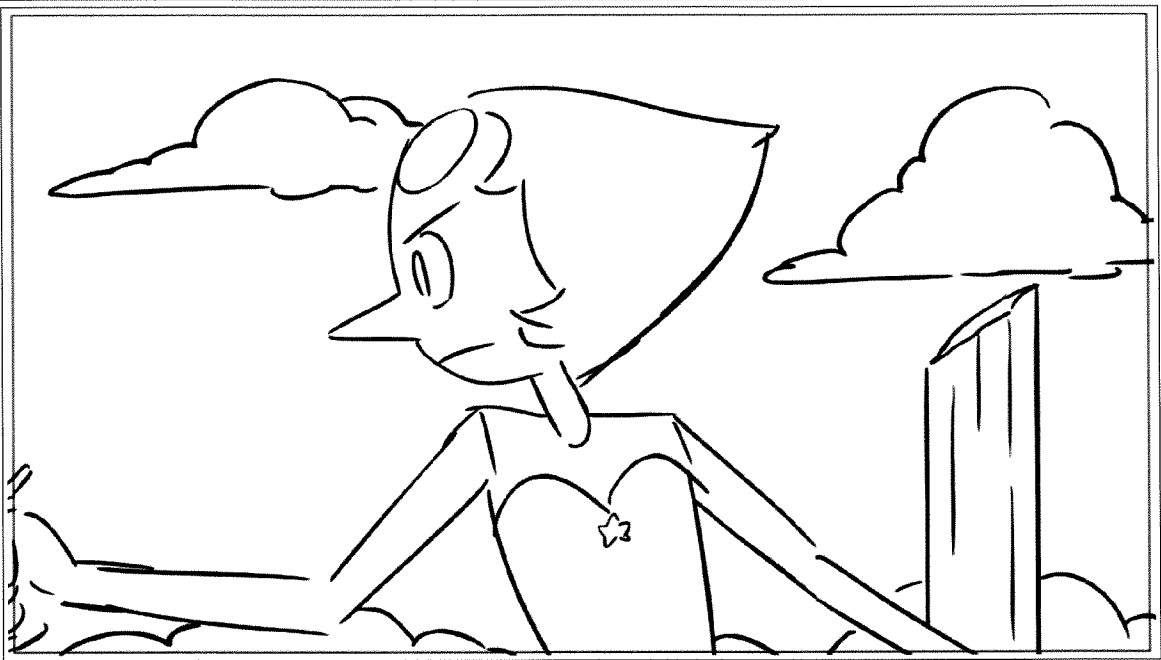


Scene	Panel
36	7



Slugging
0.04

Scene	Panel
37	1



Slugging
0.04

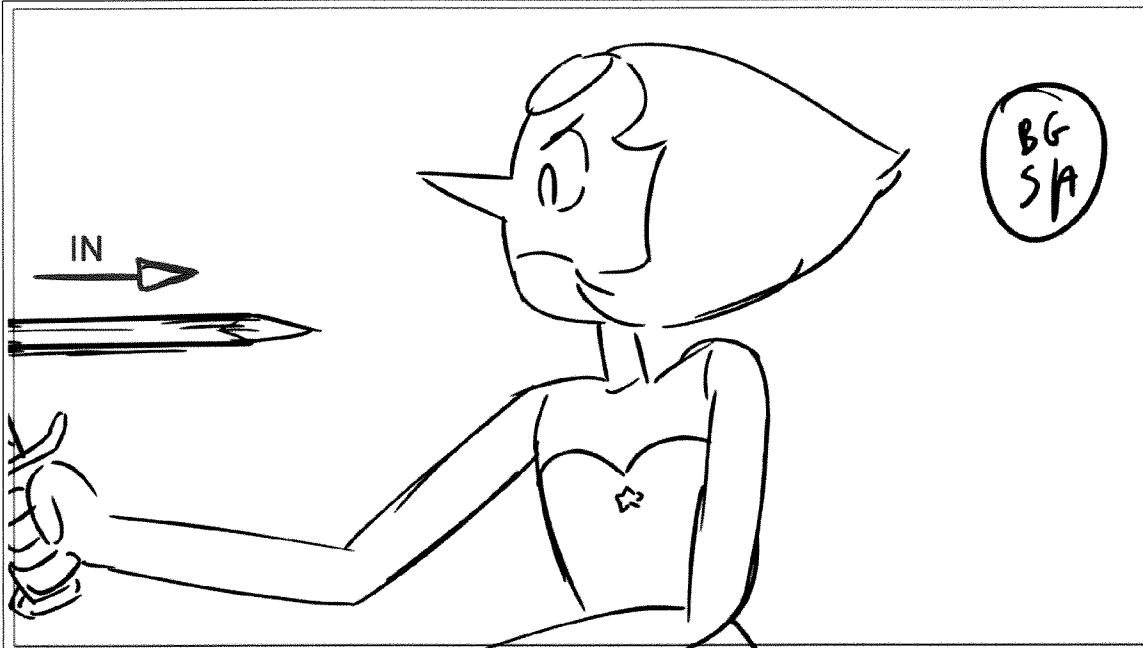
AUG 06 2013

1020.013

1020.013

1020.013

Scene 37 Panel 2
CONT



Action Notes
Holo-Pearl sword IN.

Slugging
0.02

Scene 37 Panel 3
CONT



Slugging
0.04

AUG 06 2013

1020.013

1020.013

1020.013

Scene 37 Panel 4



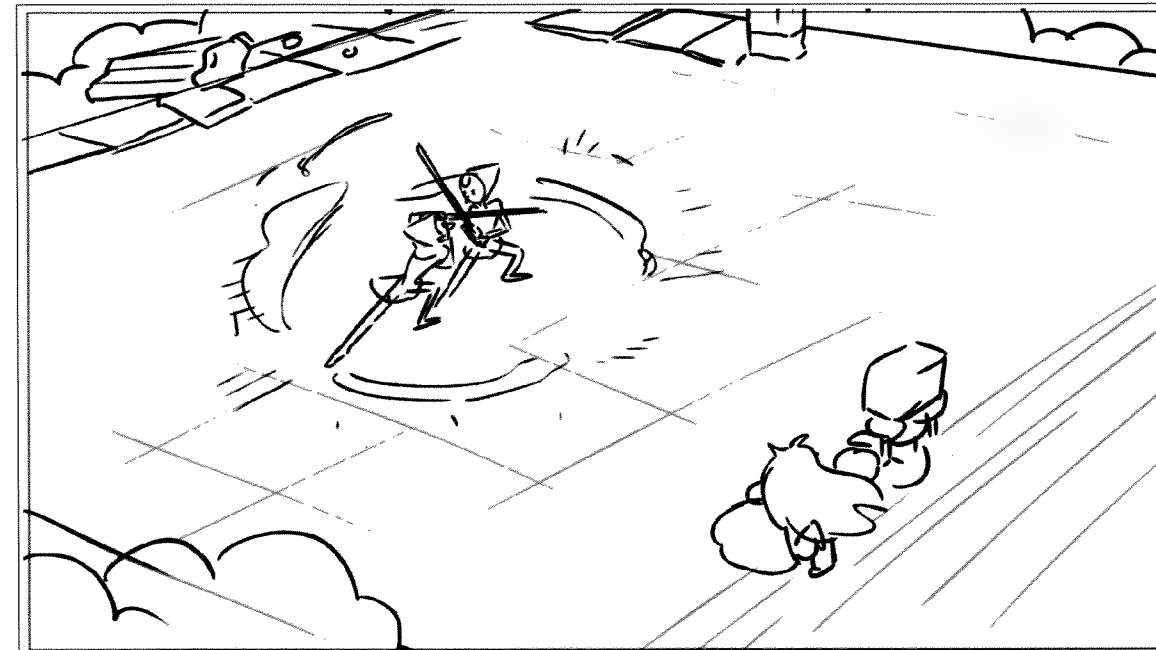
Action Notes

They lock swords like Lady Eboshi and San in "Princess Monoke".

Slugging

0.04

Scene 38 Panel 1



Action Notes

A shock wave explodes off of them, picking up dust.

Slugging

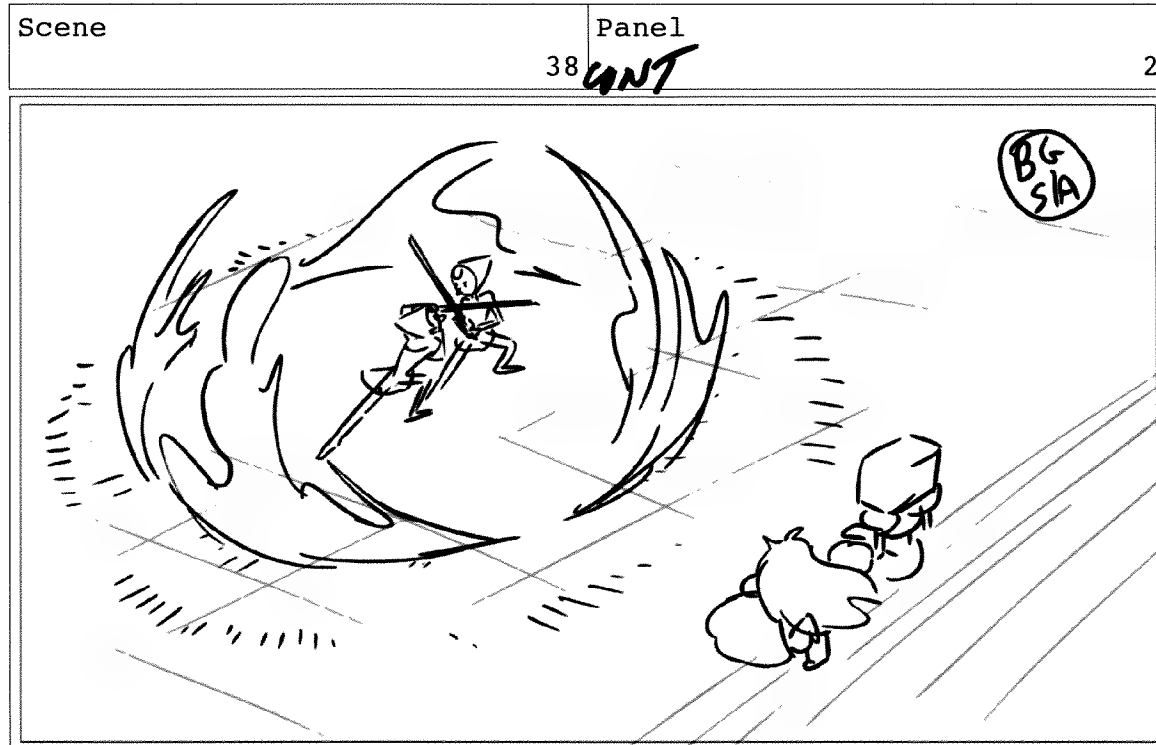
0.06

AUG 06 2016

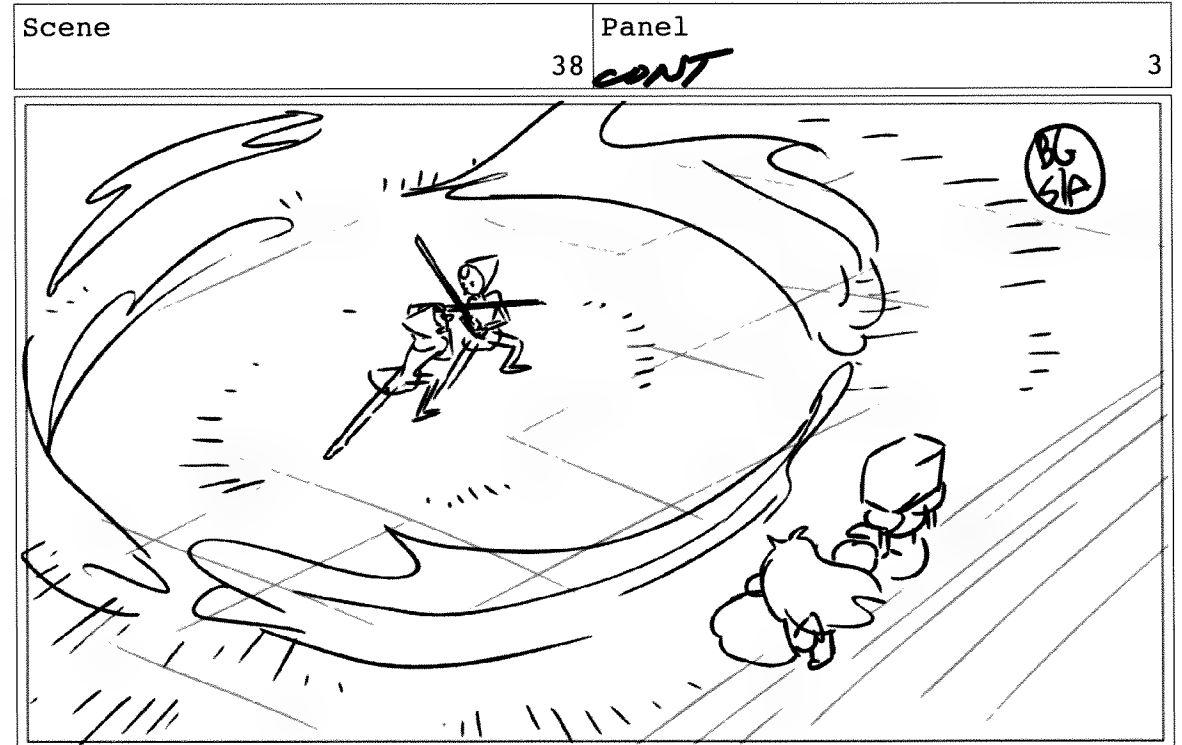
1020.013

1020.013

1020.013



Slugging
0.06



Slugging
0.07

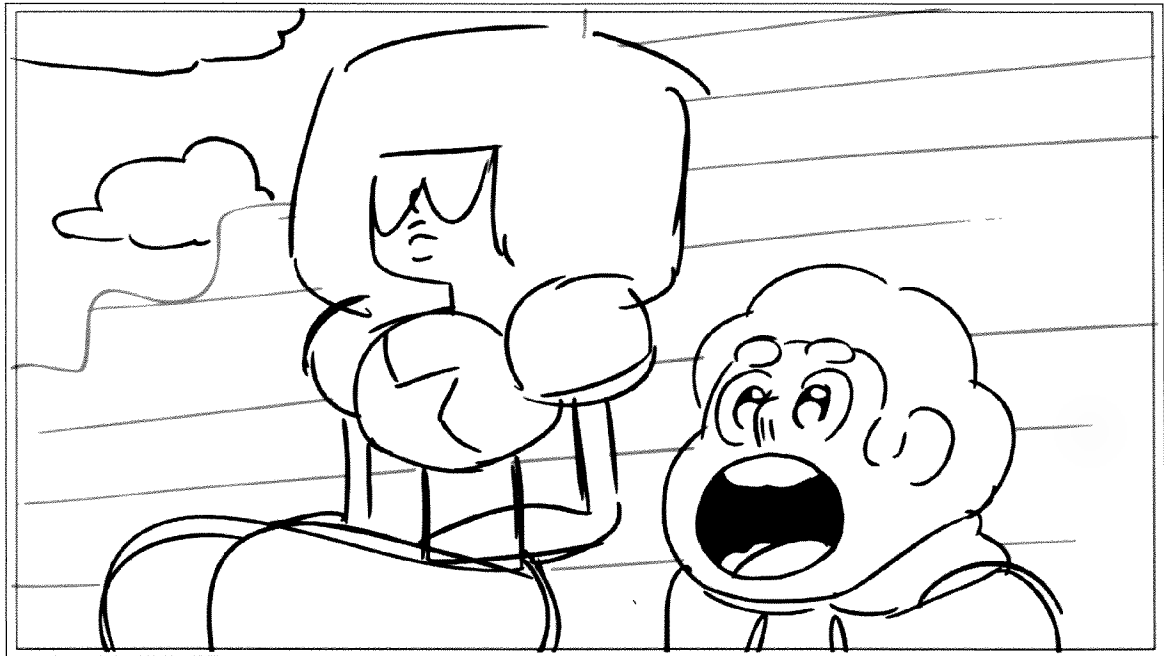
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
39	1



Slugging
0.08

Scene	Panel
39	2



Action Notes
Shock wave hits Steven, knocking him off screen.

Slugging
0.04

AUG 0 8 2013

1020.013

1020.013

1020.013



Scene 39 Panel 3
CONT



Action Notes
Garnet is barely buffeted by shock wave, clouds of dust blow IN from SW.

Slugging
0.06

Scene 39 Panel 4
CONT



Slugging
Panels 1 + 2 = 1.08

AUG 0 6 2013

1020.013

1020.013

1020.013

Scene	Panel
39	CONT 5



Scene	Panel
40	1

**Action Notes**

Pearl and holo-pearl run facing eachother.

BG moves East - towards screen right.

Slugging

Panels 1 + 2 x 2 = 0.12

Total cycle frames: 1.08

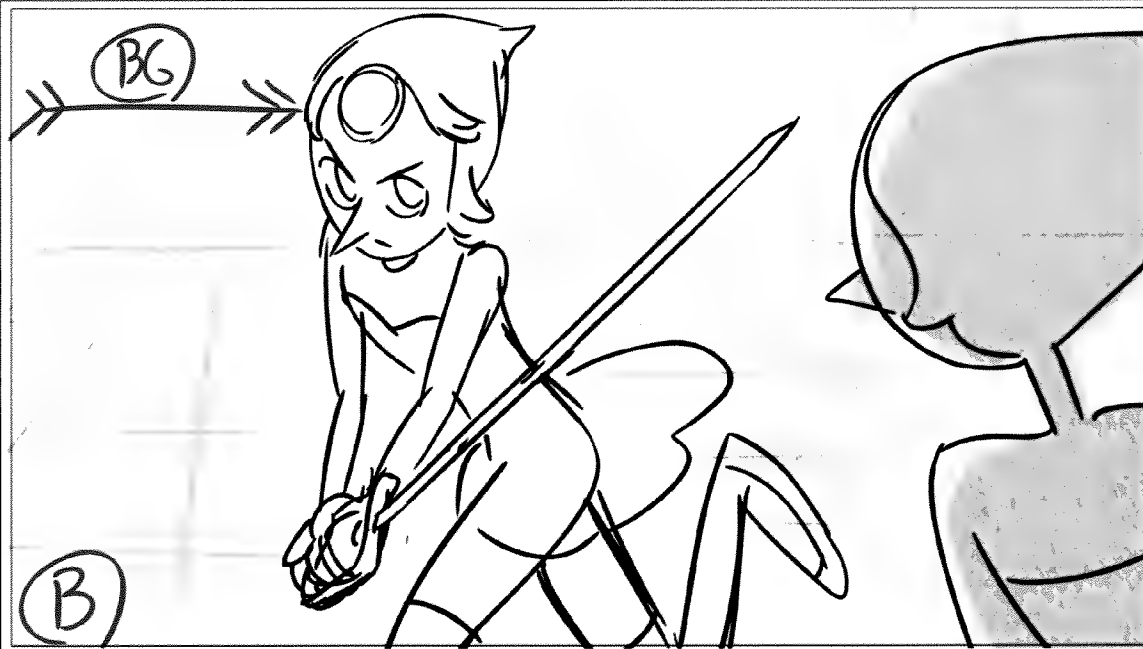
AUG 06 2013

1020.013

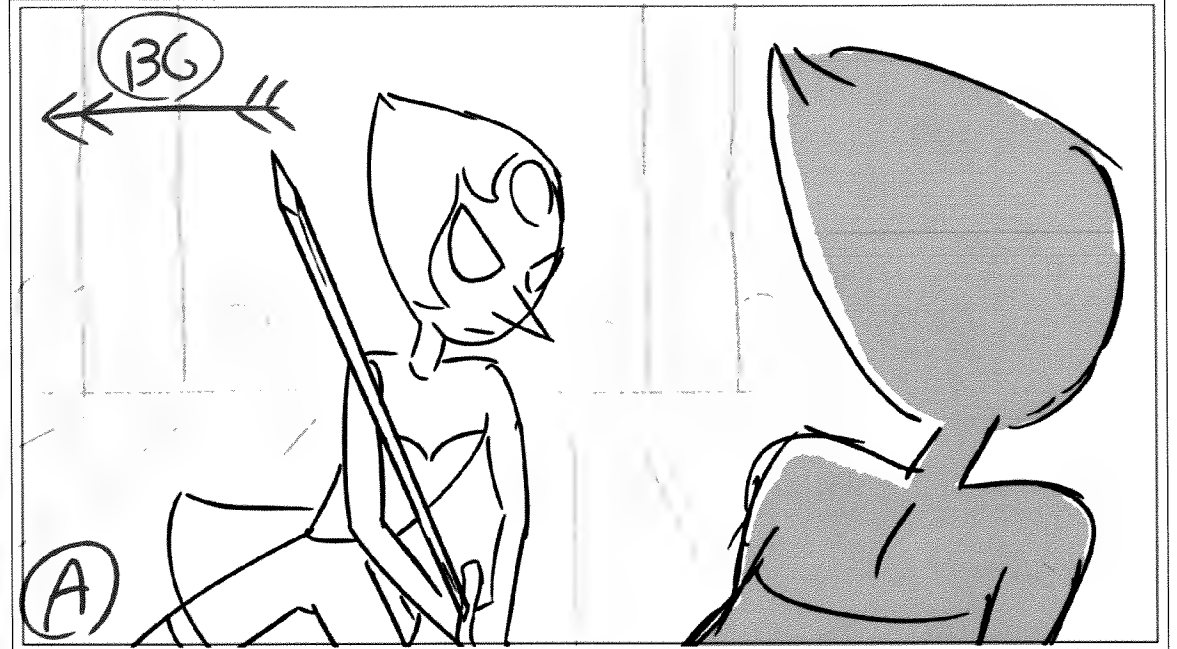
1020.013

1020.013

Scene	Panel
40	CONT
	2



Scene	Panel
41	
	1



Action Notes
BG moves West towards screen left.

Slugging
Panels 1 + 2 x 2 = 0.12
Total cycle frames: 1.08

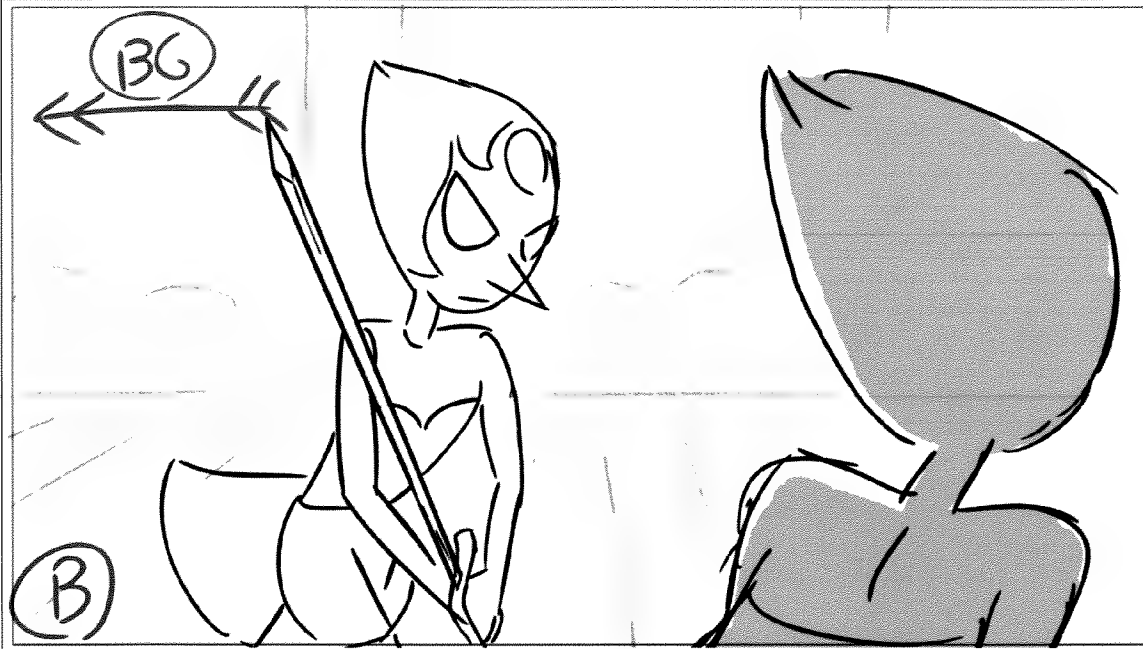
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
41	2
CONT	



Scene	Panel
42	1



Action Notes

Slight up shot, Feet remain cut off so BG can pan independently from foot placement.

Slugging

0.06

AUG 06 2013

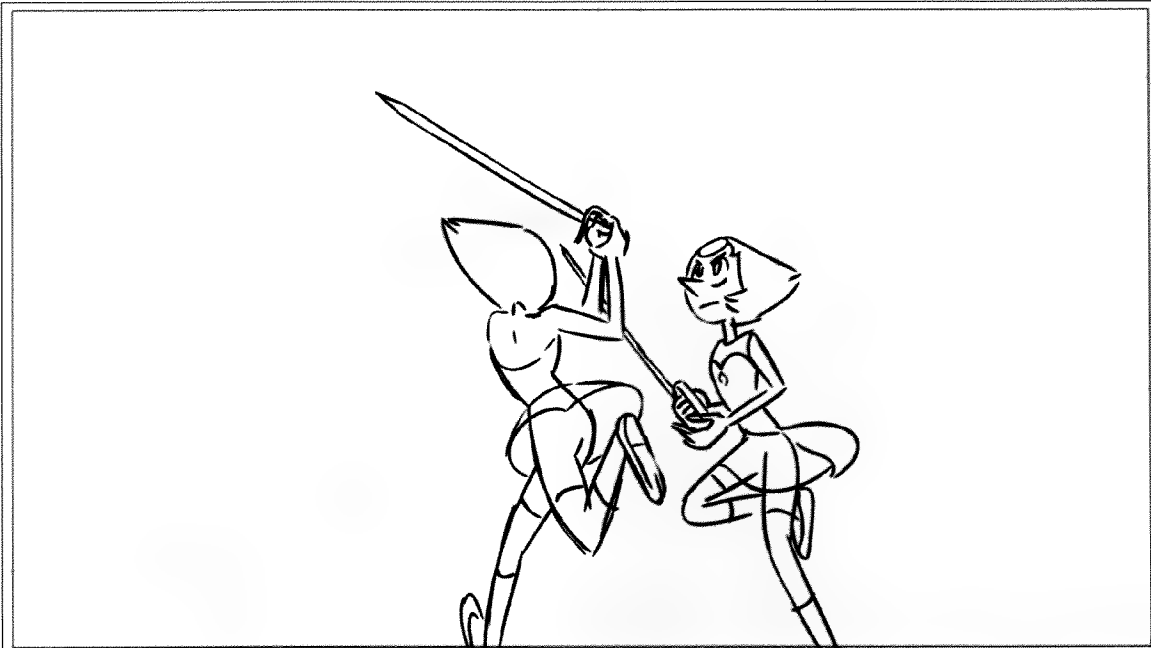
1020.013

1020.013

1020.013



Scene	Panel	
42	<i>cont</i>	2



Action Notes

BG Pans constantly East towards screen right at a fixed rate.

Slugging

0.06

Scene	Panel	
42	<i>cont</i>	3



Action Notes

Sparks fly on hits.

Slugging

0.04

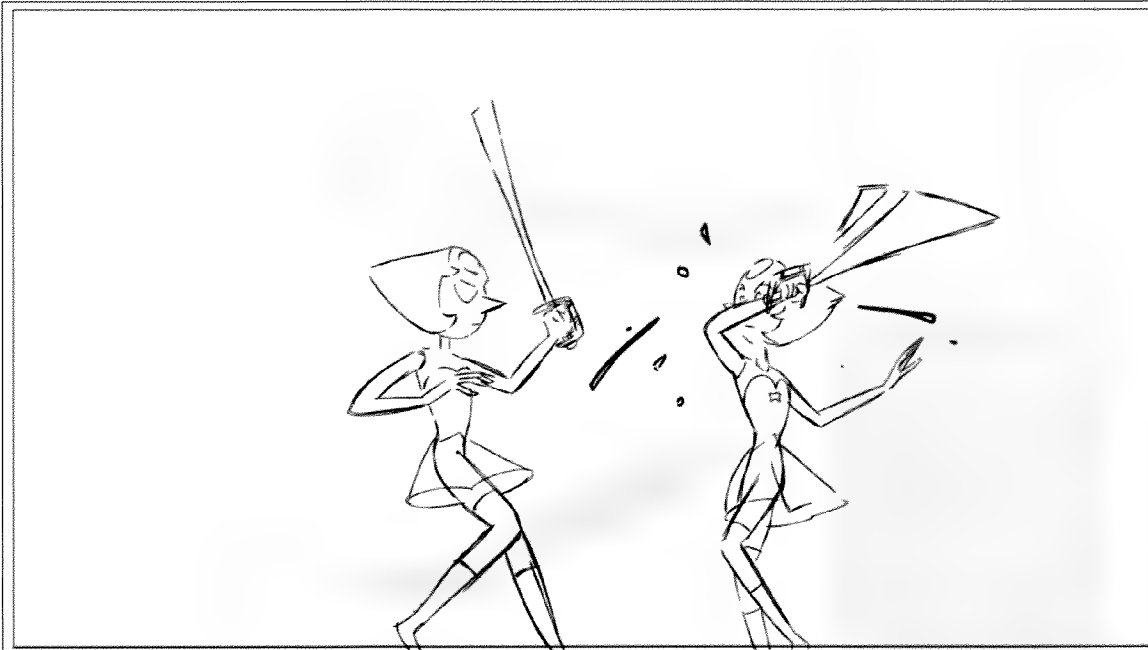
AUG 06 2013

1020.013

1020.013

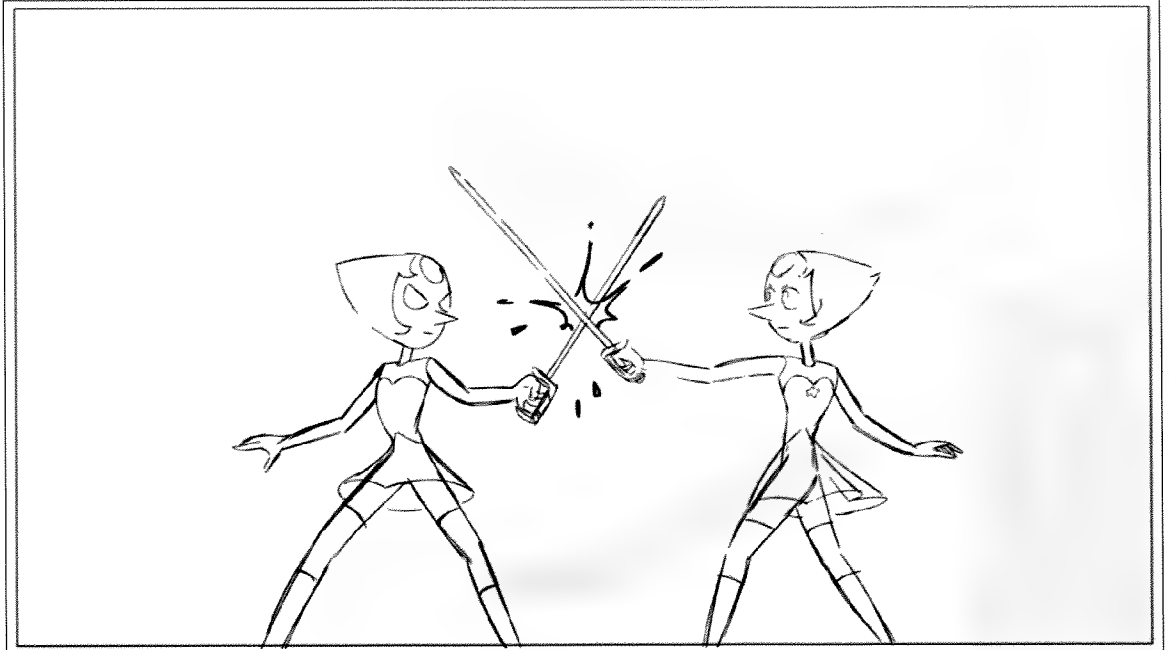
1020.013

Scene	Panel
42	42 <i>CONT</i>
	4



Slugging
0.04

Scene	Panel
42	42 <i>CONT</i>
	5



Slugging
0.04

AUG 06 2013

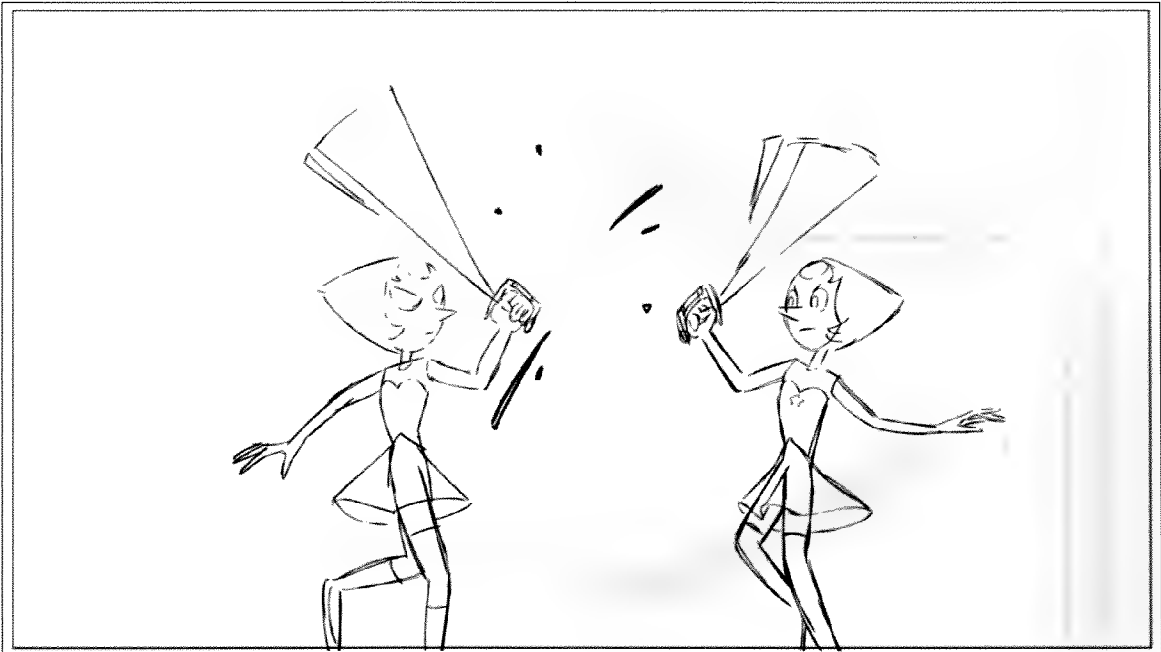
1020.013

1020.013

1020.013

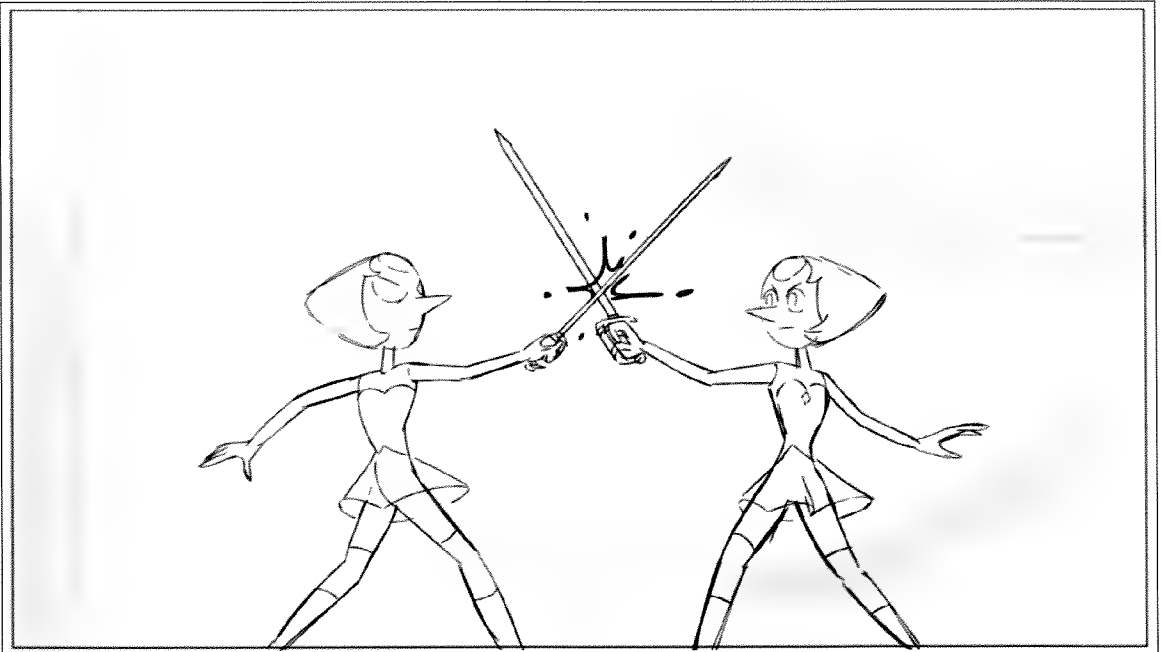


Scene	Panel
42	<i>CONT</i>
6	



Slugging
0.04

Scene	Panel
42	<i>CONT</i>
7	



Slugging
0.04

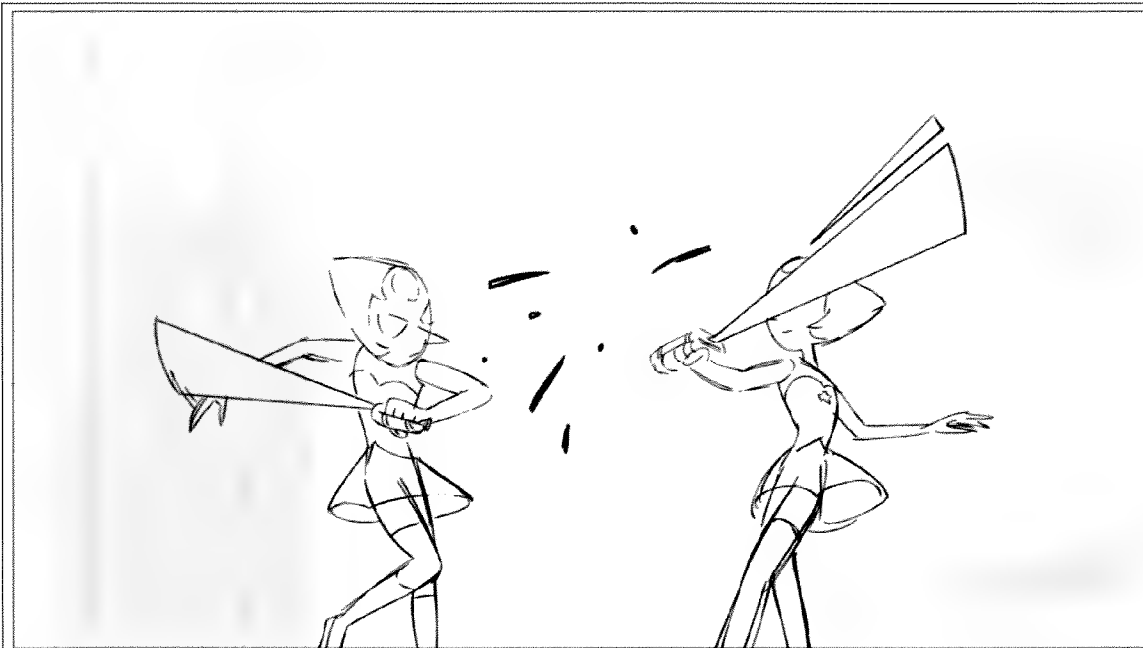
AUG 06 2013

1020.013

1020.013

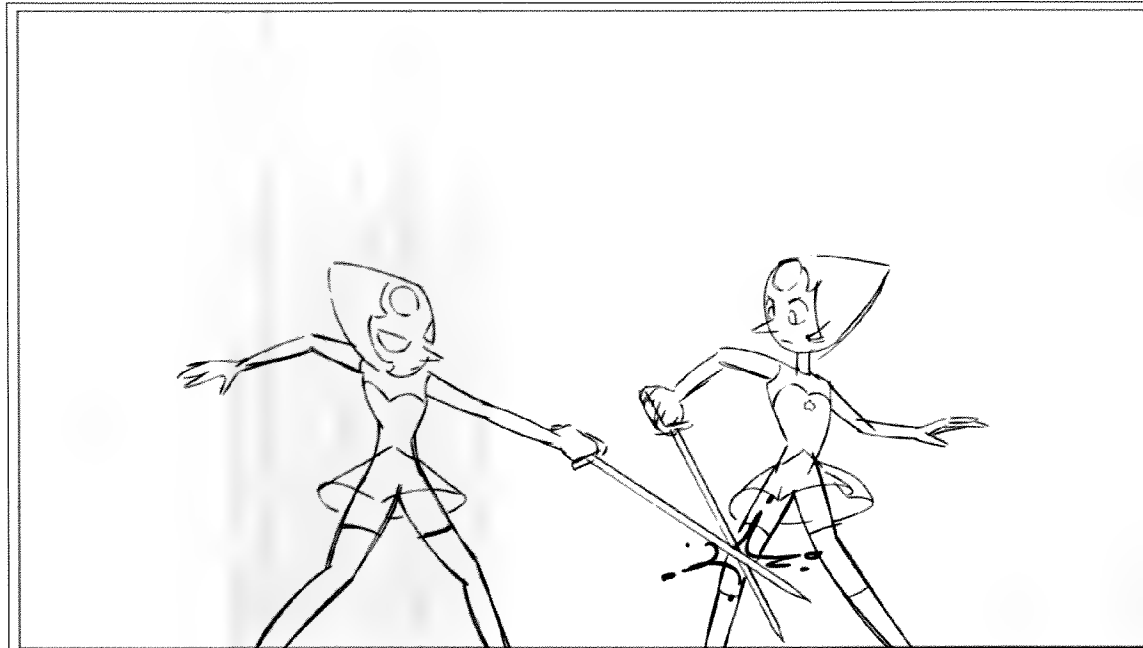
1020.013

Scene 42 Panel 8



Slugging
0.04

Scene 42 Panel 9



Slugging
0.04

AUG 06 2010

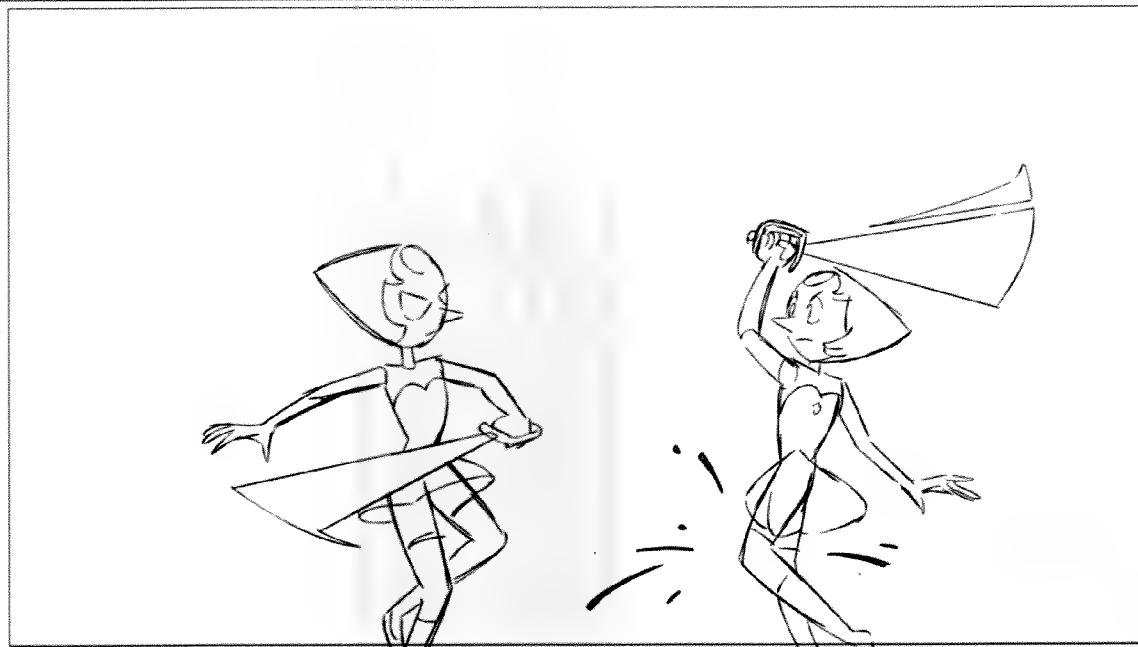
1020.013

1020.013

1020.013

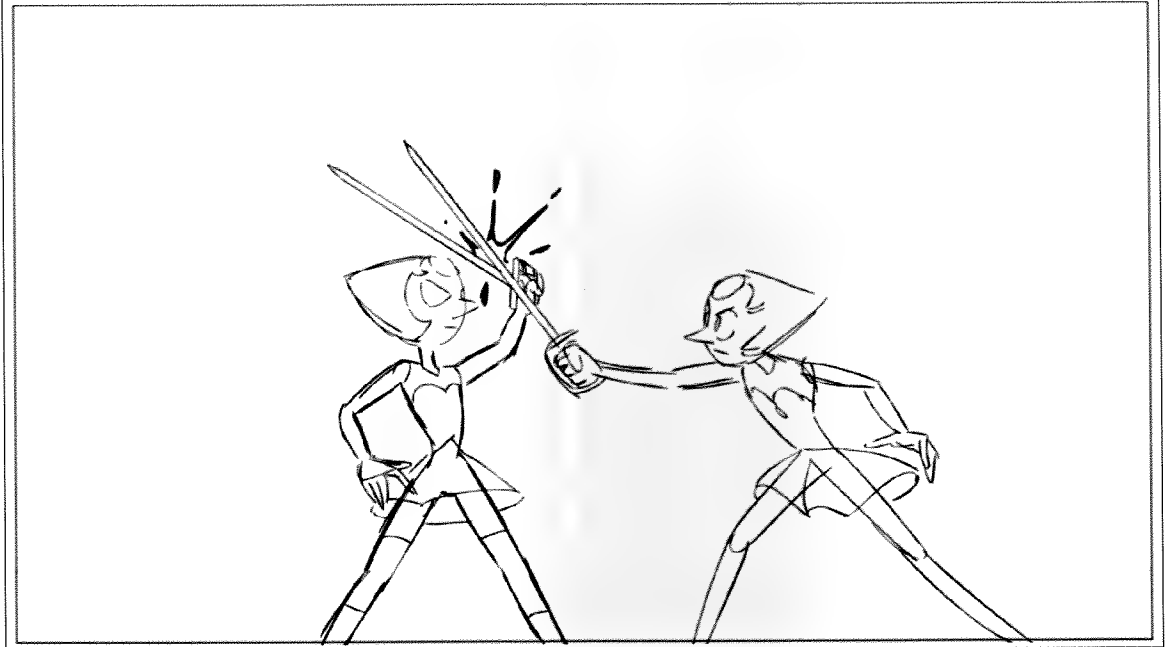


Scene	Panel	
42	CONT	10



Slugging
0.04

Scene	Panel	
42	CONT	11



Slugging
0.04

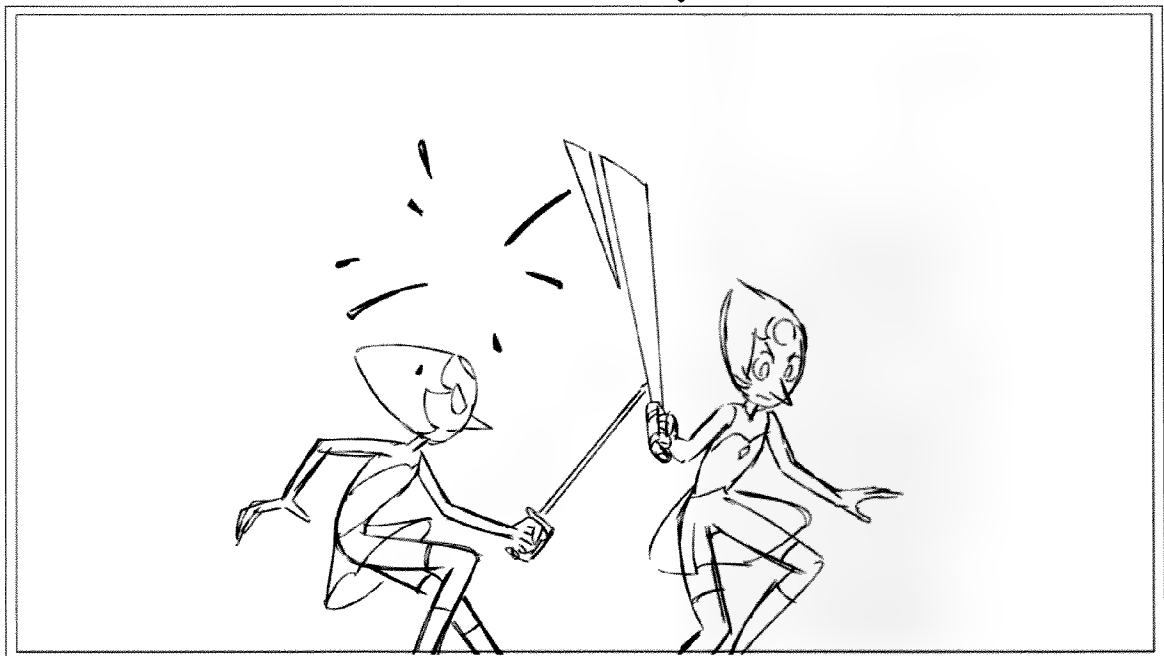
AUG 06 2013

1020-013

1020-013

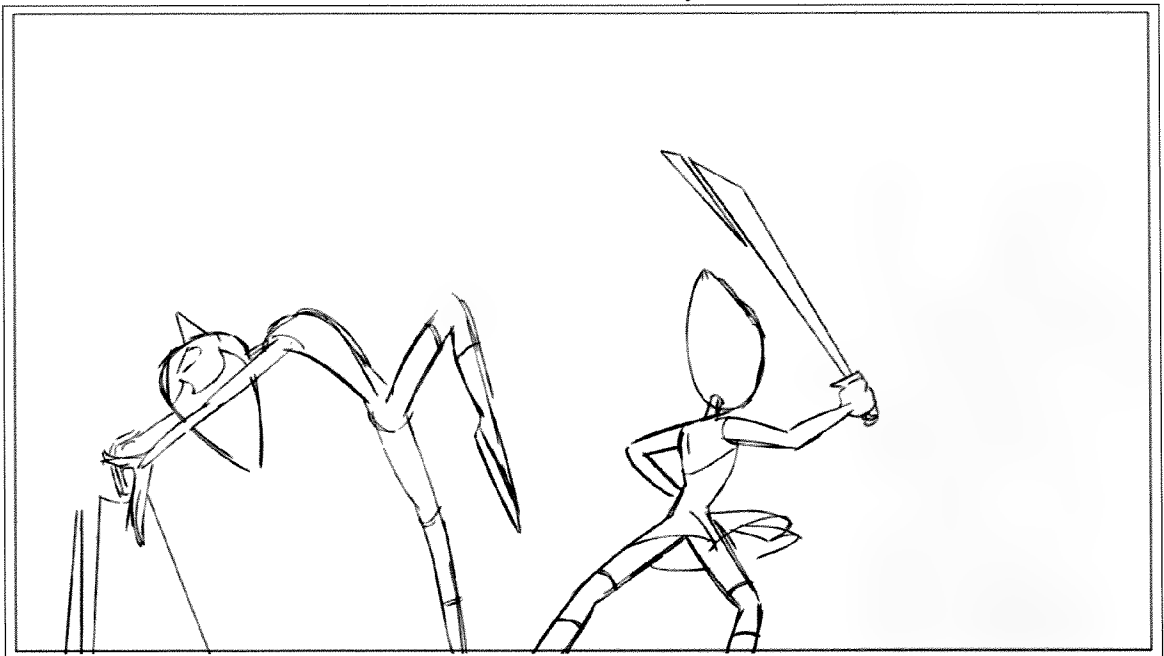
1020-013

Scene	Panel
42	12



Slugging
0.04

Scene	Panel
42	13



Slugging
0.04

AUG 06 2013

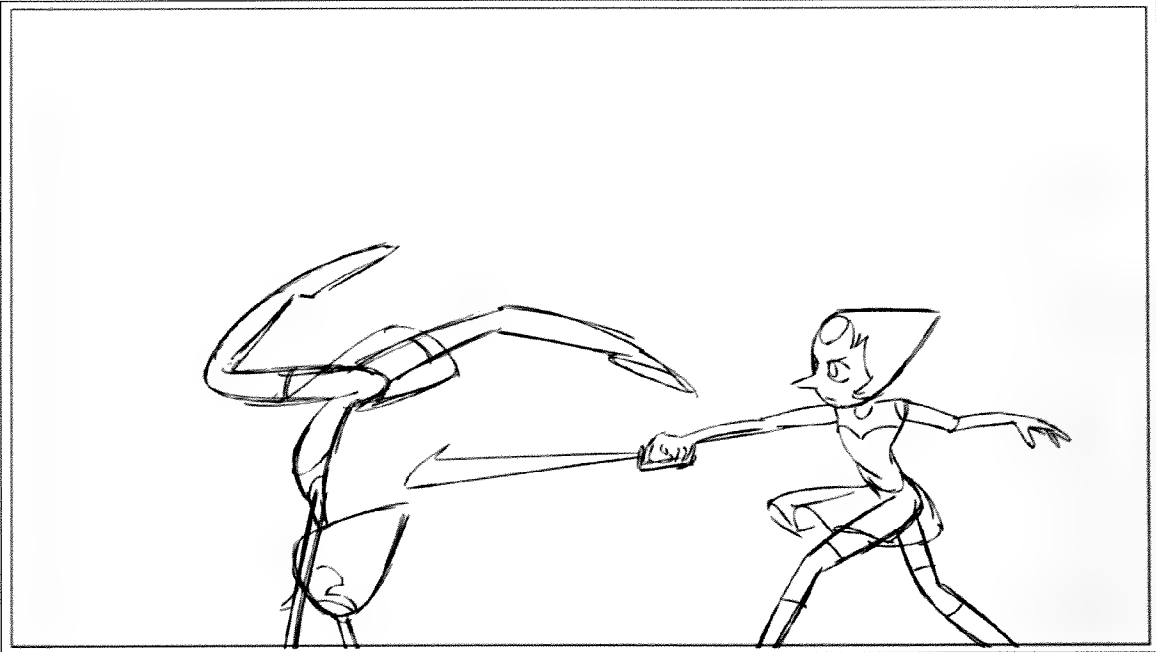
1020.013

1020.013

1020.013

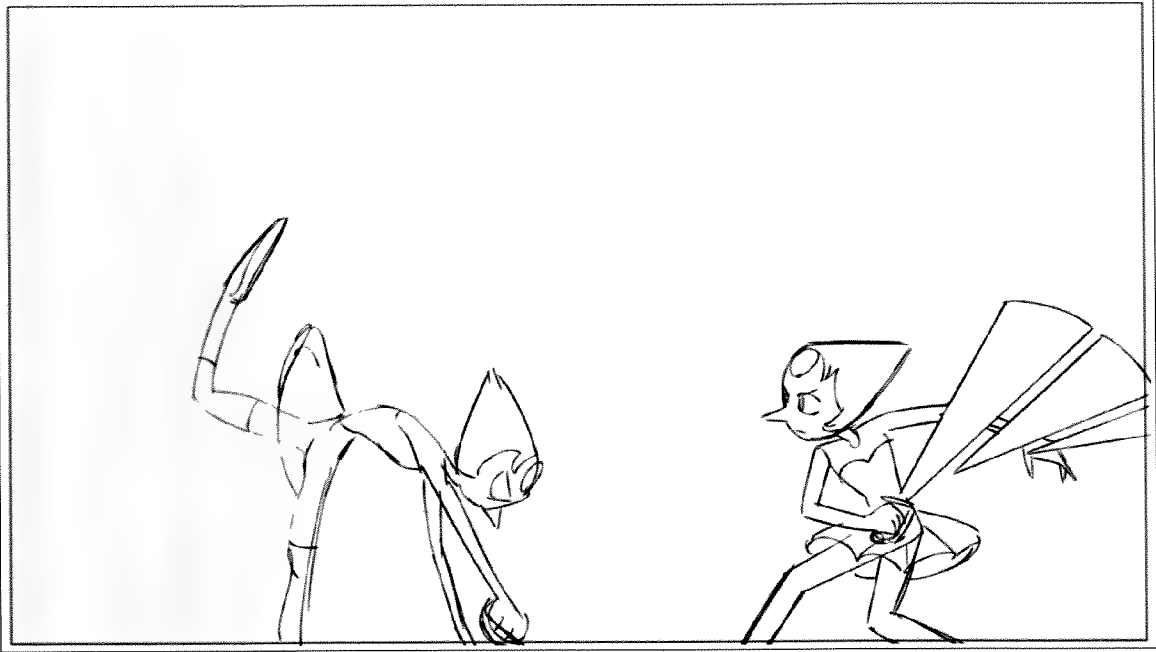


Scene	Panel
42	<i>CONT</i>
	14



Slugging
0.04

Scene	Panel
42	<i>CONT</i>
	15



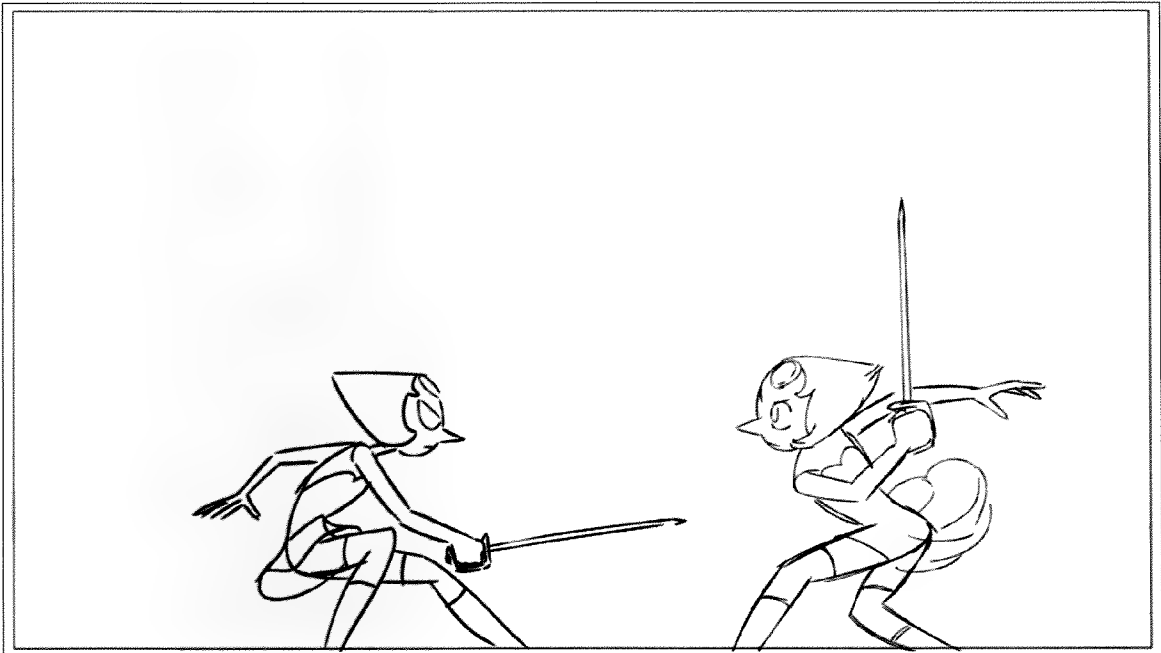
Slugging
0.04

AUG 0 6 2013

1020.013

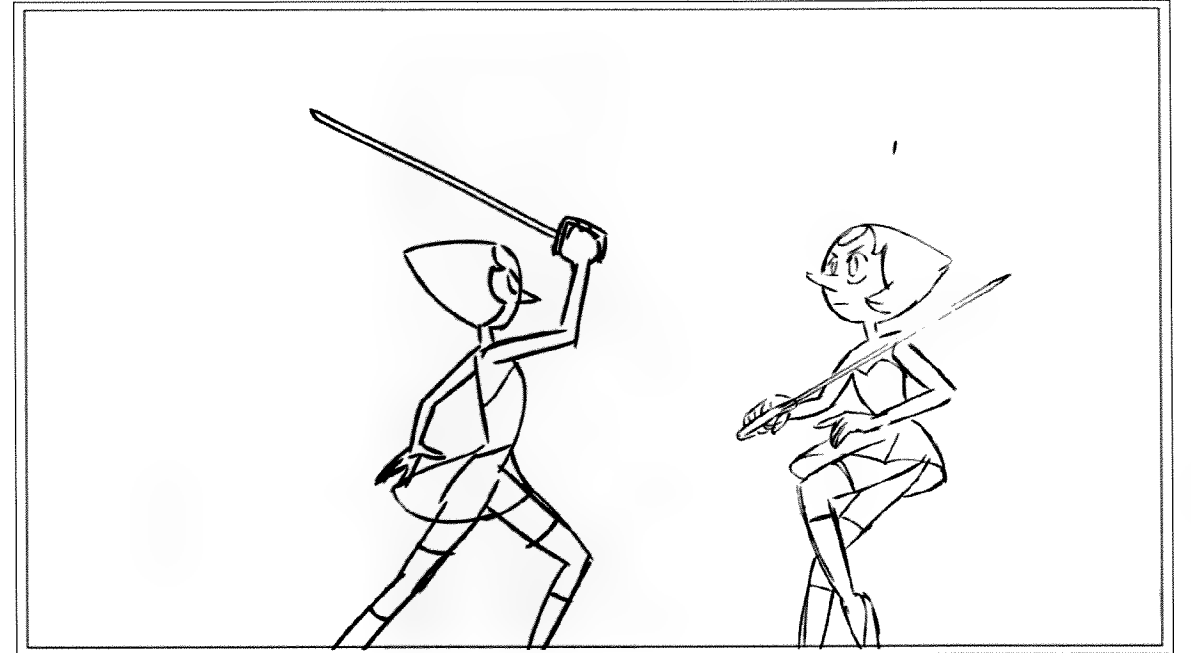
1020.013

Scene 42 Panel 16
cont



Slugging
0.04

Scene 42 Panel 17
cont



Slugging
0.06

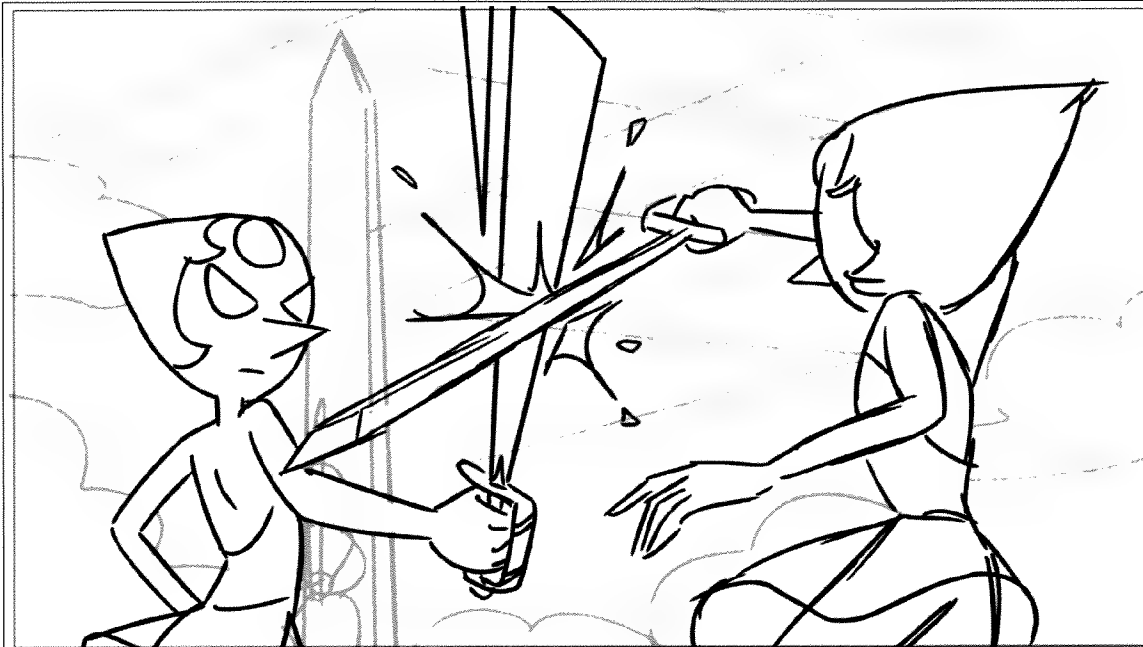
AUG 0 8 2012

1020.013

1020.013

1020.013

Scene	Panel
43	1

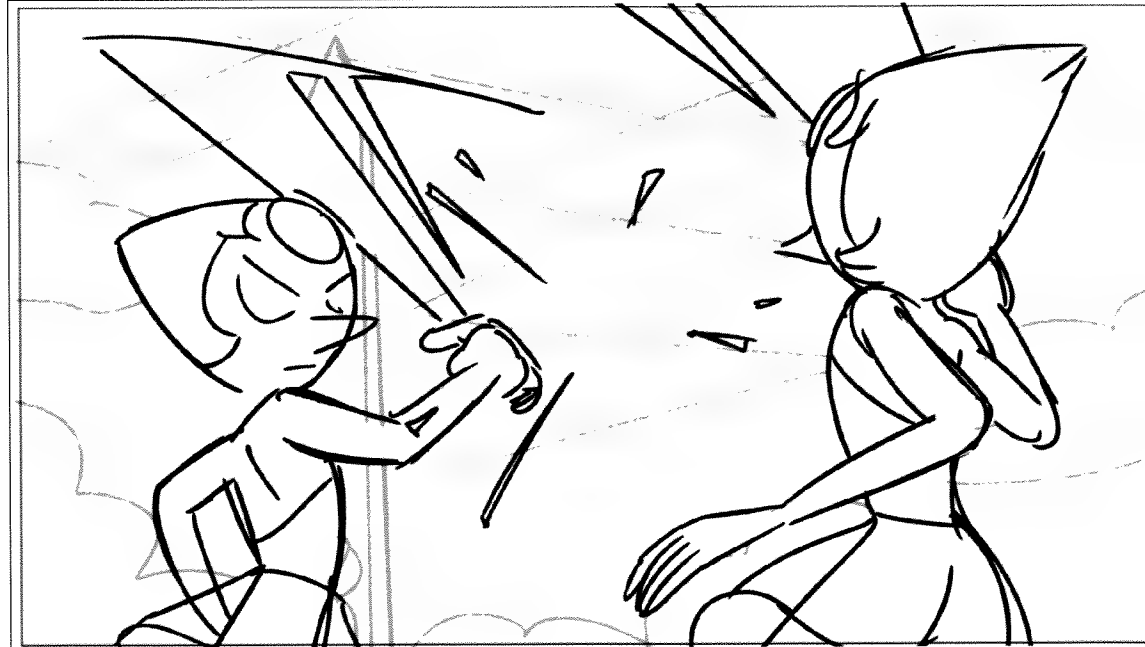


Action Notes
BG Pans constantly SW towards screen left at a fixed rate.

Slugging
0.04

Notes
H/U to previous

Scene	Panel
43	2



Slugging
0.04

AUG 0 6 2013

1020.013

1020.013

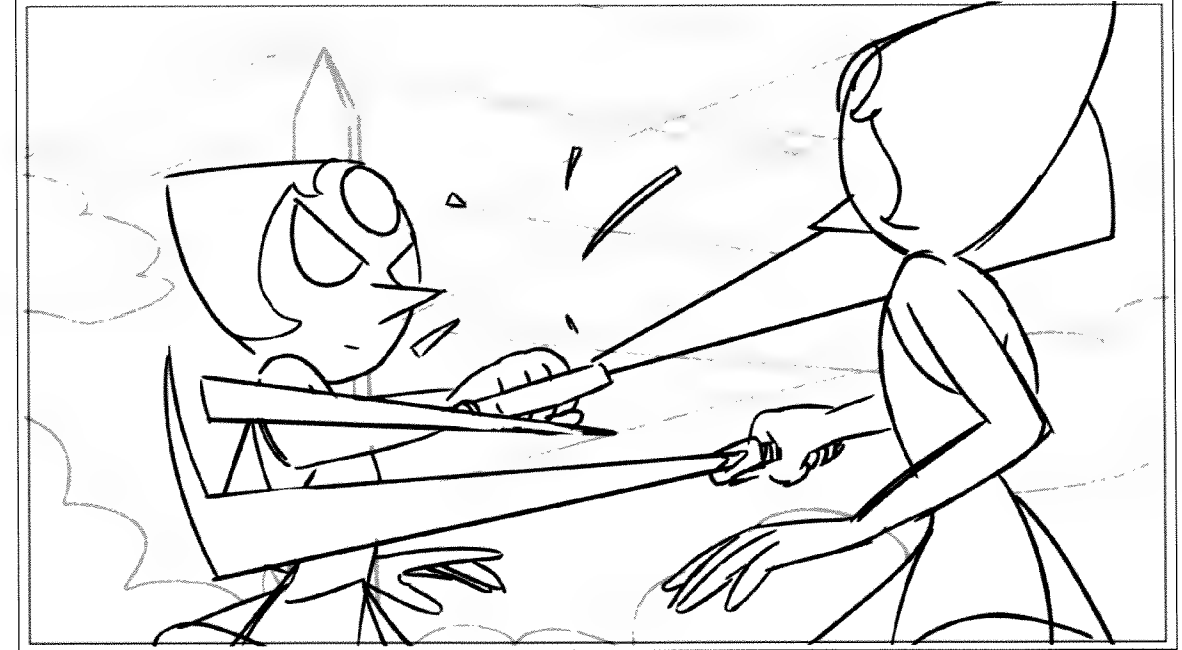
1020.013

Scene	Panel
43	cont



Slugging
0.04

Scene	Panel
43	cont



Slugging
0.04

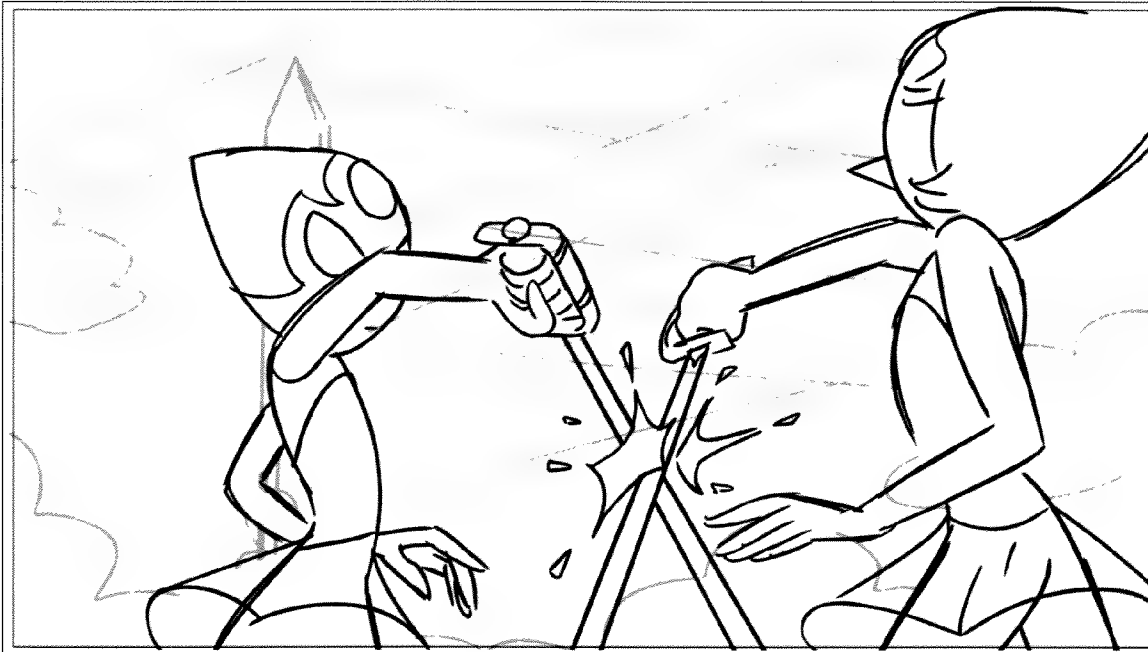
AUG 06 2013

1020.013

1020.013

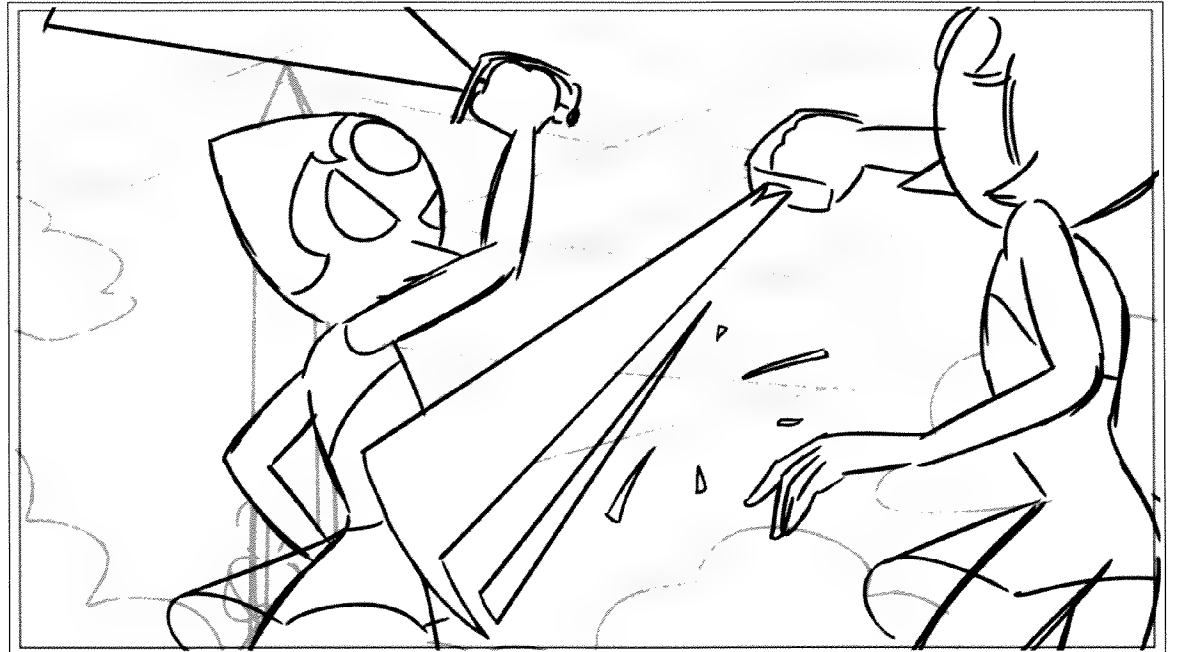
1020.013

Scene 43 Panel 5
cont



Slugging
0.04

Scene 43 Panel 6
cont



Slugging
0.04

AUG 06 2013

1020.013

1020.013

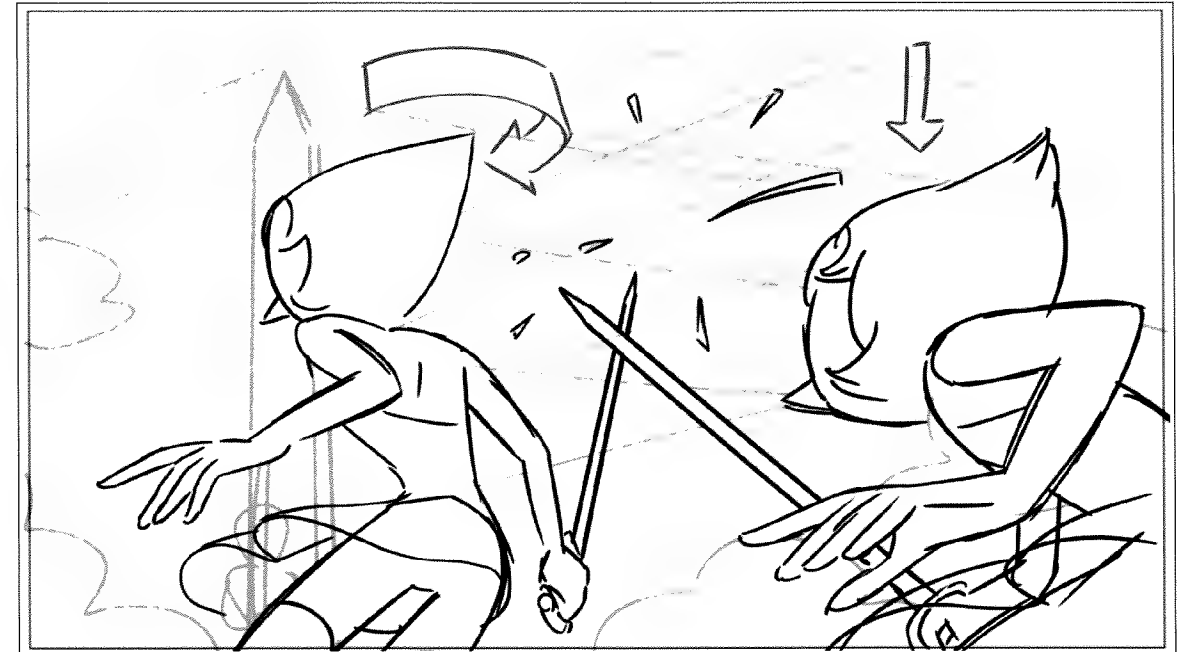
1020.013

Scene 43 Panel 7



Slugging
0.04

Scene 43 Panel 8



Slugging
0.06

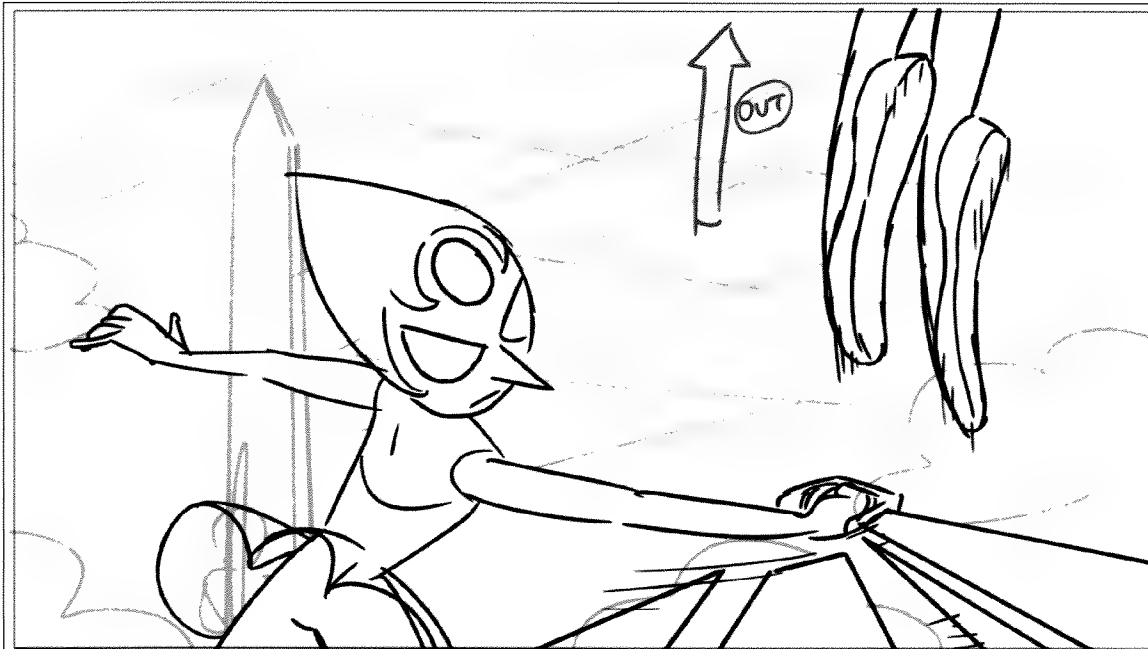
AUG 06 2013

1020.013

1020.013

1020.013

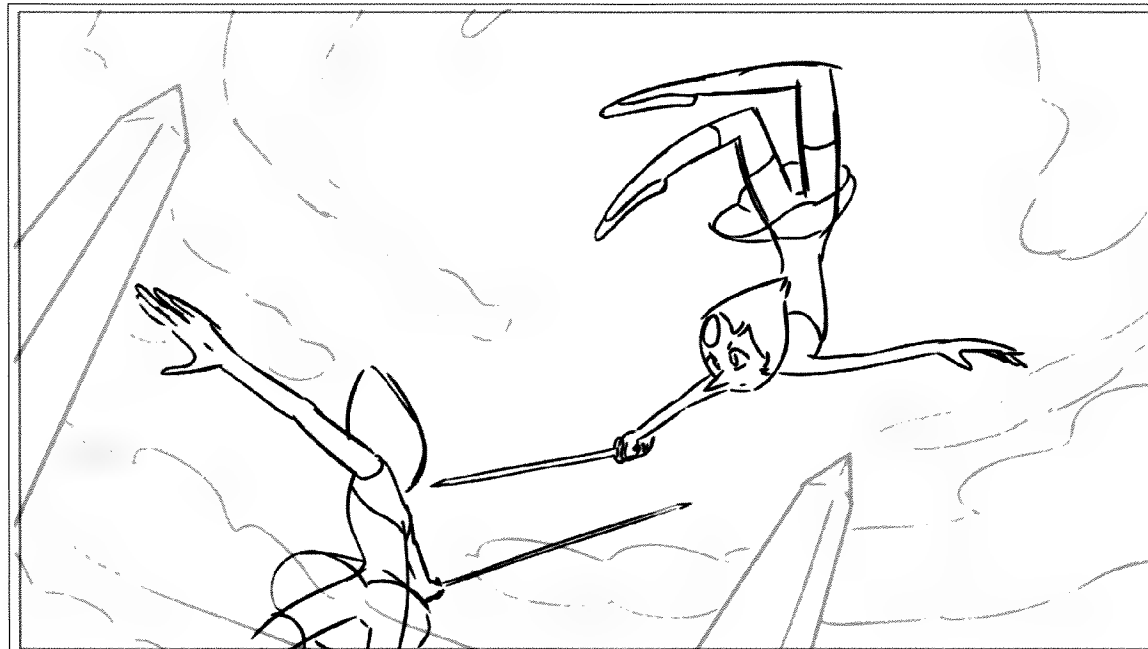
Scene	Panel
43	9



Action Notes
Pearl Leaps OUT of frame.

Slugging
0.04

Scene	Panel
44	1



Action Notes
Slow-motion.

Slugging
0.10

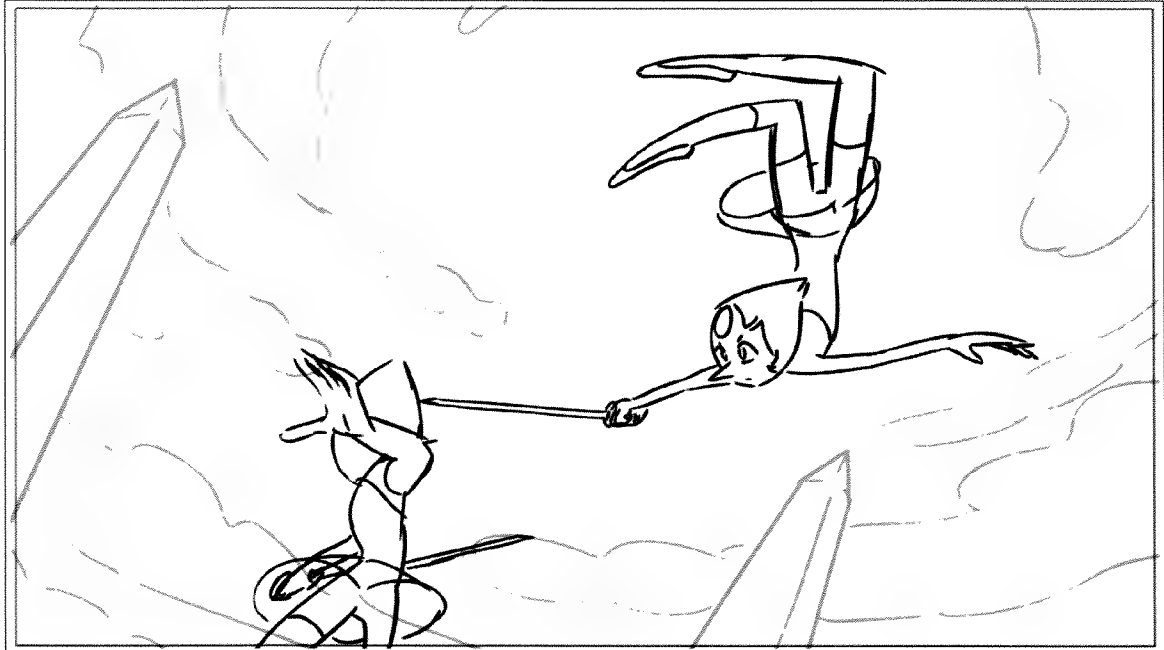
AUG 06 2015

1020.013

1020.013

1020.013

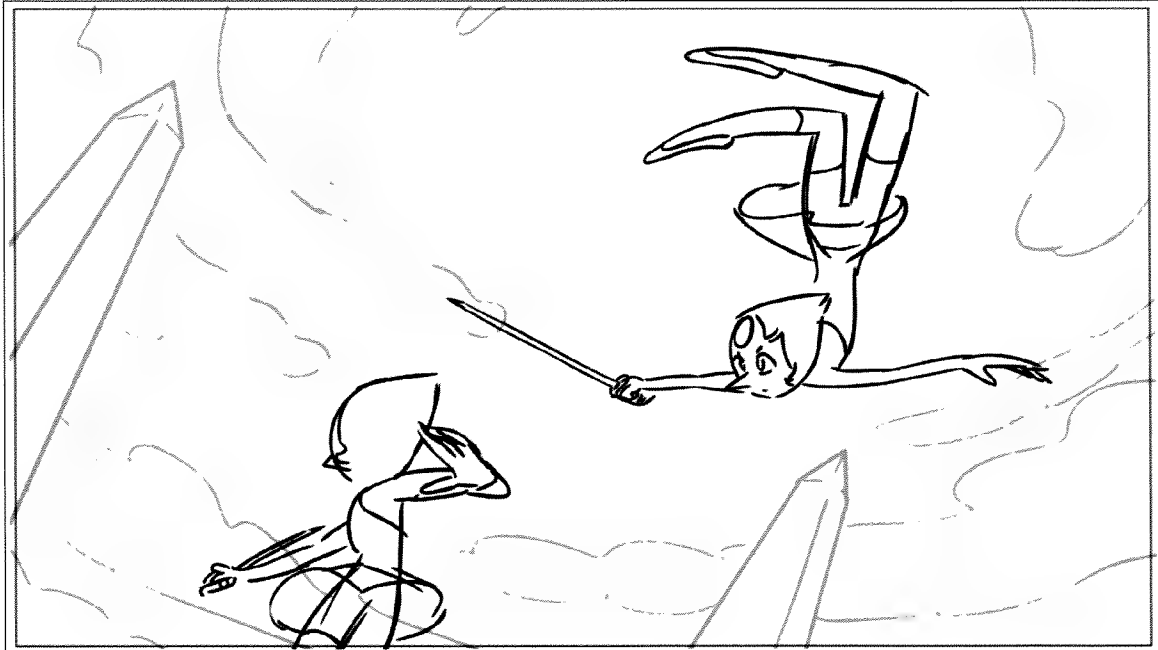
Scene 44 Panel 2
CONT



Action Notes
Slow-motion.

Slugging
0.10

Scene 44 Panel 3
CONT



Action Notes
Slow-motion.

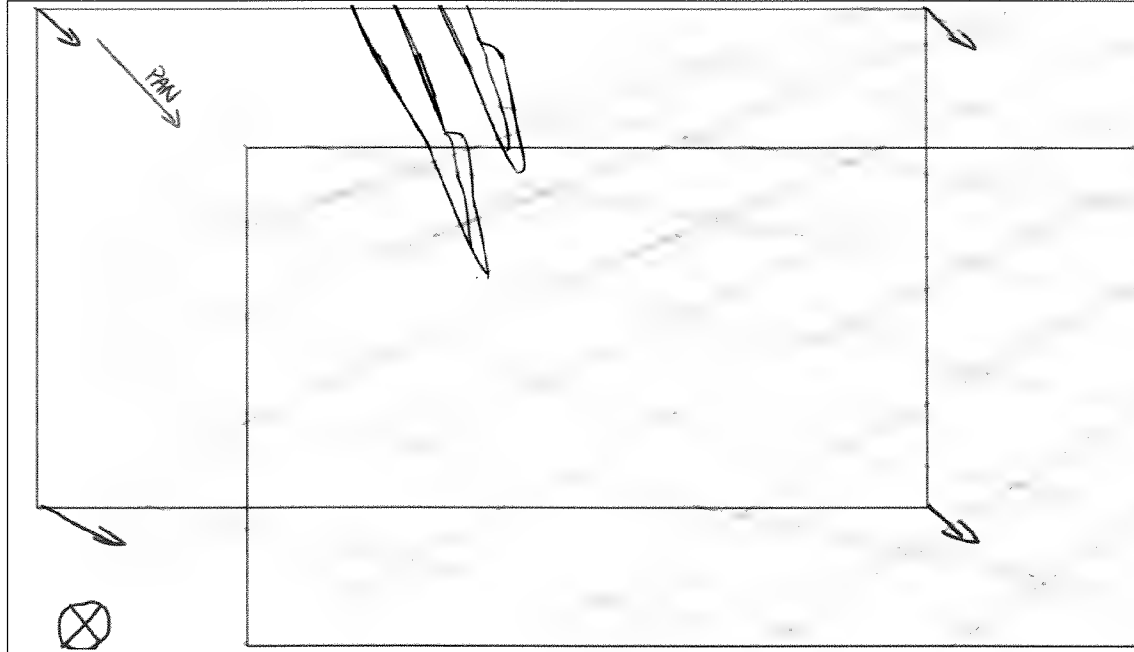
Slugging
0.10

AUG 0 6 2003

1020.013

1020.013

Scene	Panel
45	1

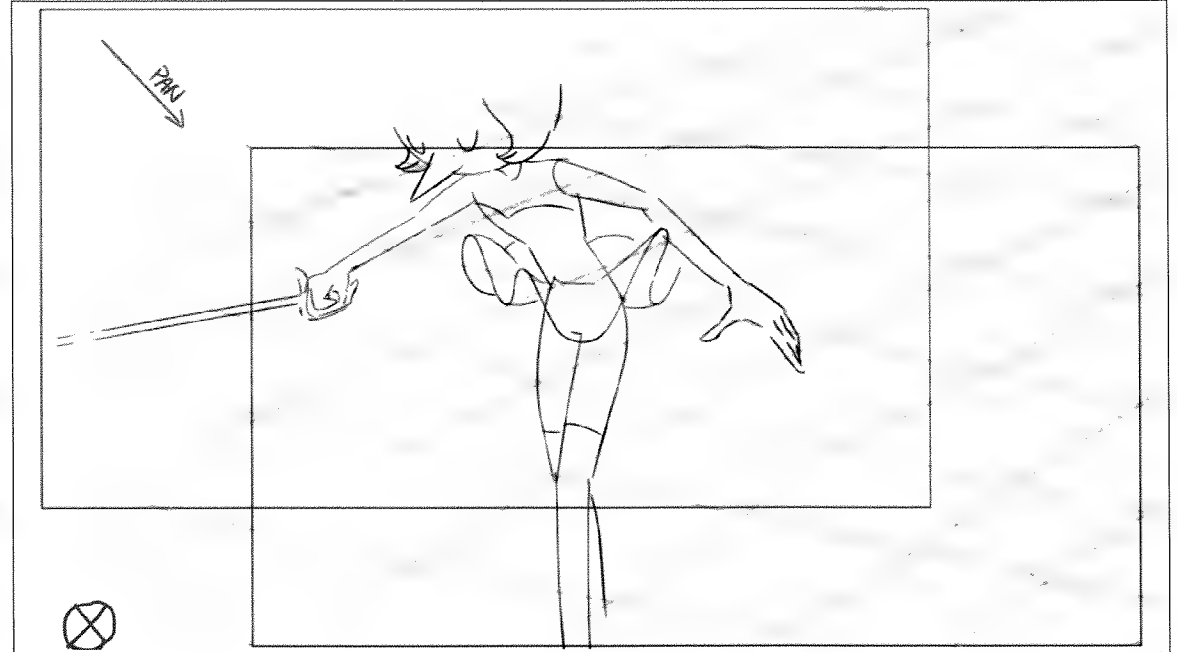


Action Notes
Camera ADJ SE down with Pearl landing.

Slugging
ADJ: 0.04

Total frames ADJ panels 1 to 3 = 0.12

Scene	Panel
45	2



Action Notes
Camera ADJ down with Pearl landing.

Slugging
ADJ: 0.04

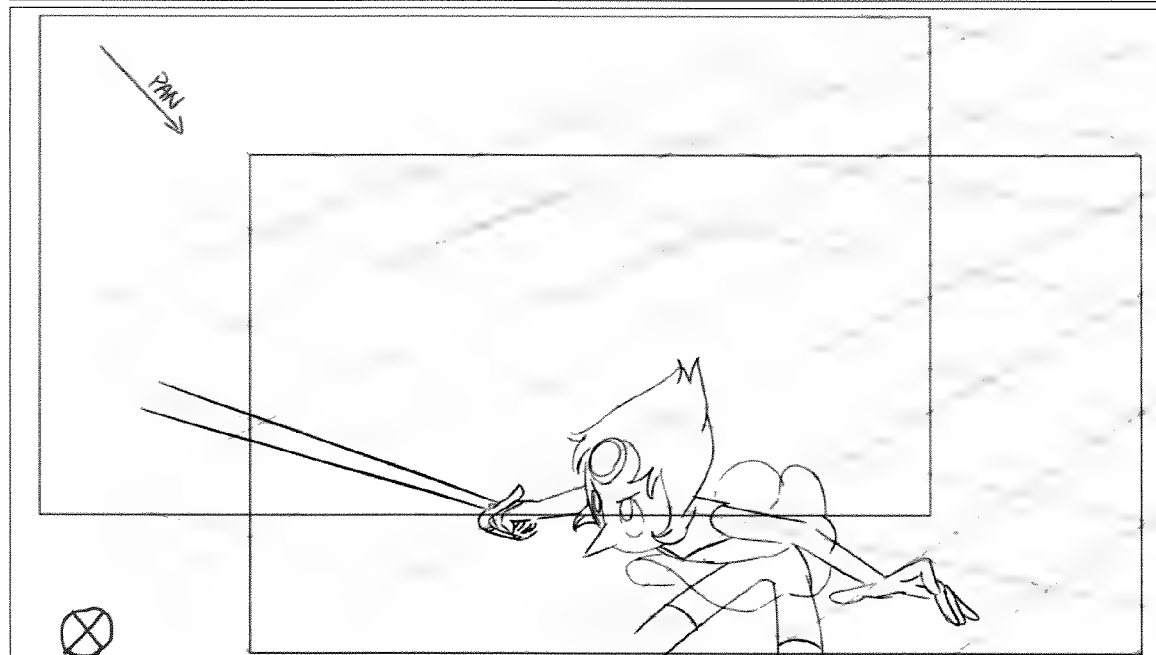
AUG 06 2016

1020.013

1020.013

1020.013

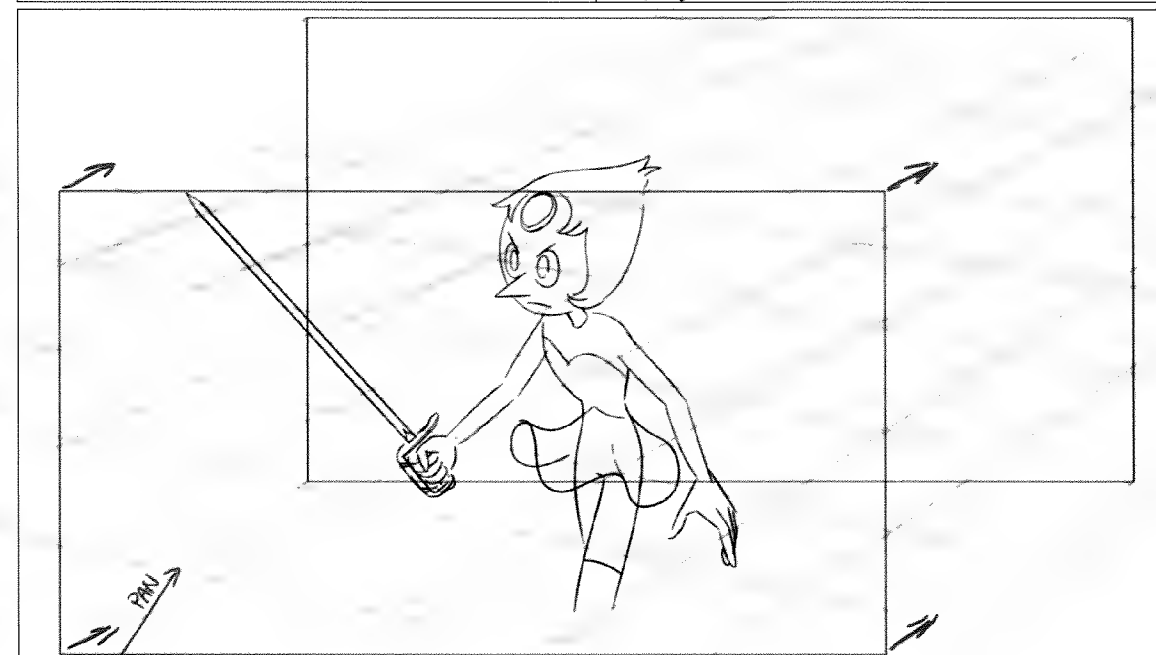
Scene 45 Panel 3
CONT



Action Notes
Camera ADJ down with Pearl landing.

Slugging
ADJ: 0.04

Scene 45 Panel 4
CONT



Action Notes
Camera ADJ NE with Pearl standing up.

Slugging
ADJ: 0.06

Total ADJ frames panels 4 to 14 = 3.10

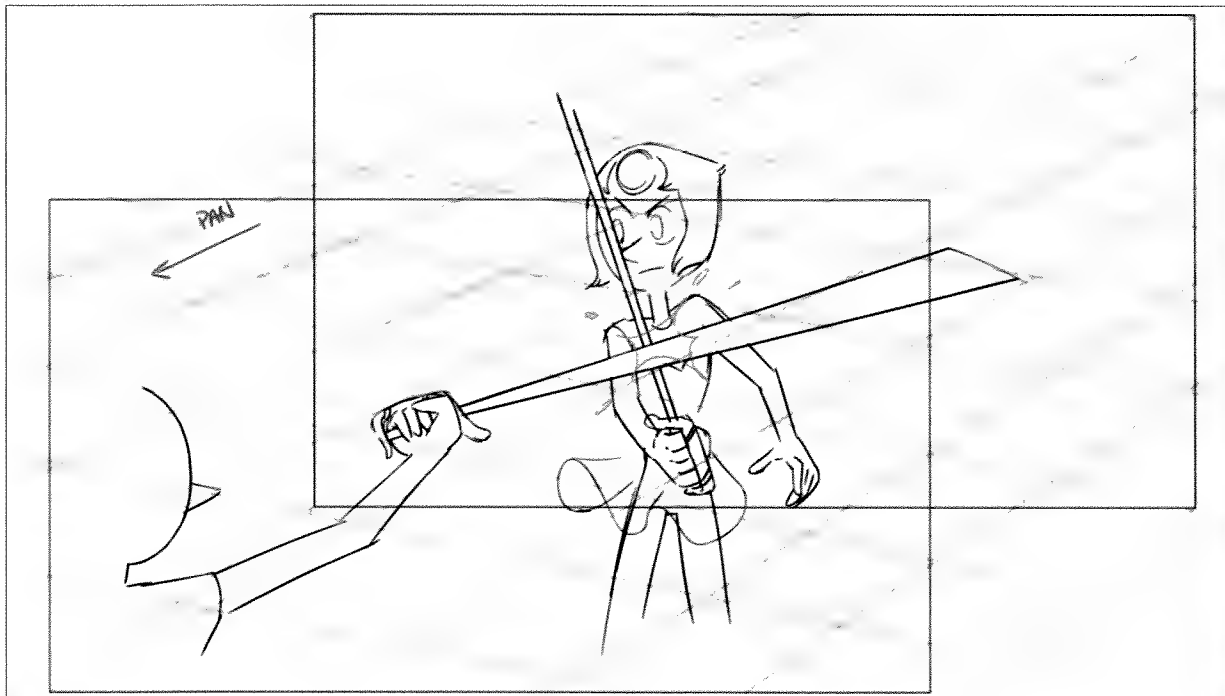
AUG 06 2013

1020.013

1020.013

1020.013

Scene 45 Panel 5
CONT



Action Notes

Camera ADJ back following Pearl as she walks backwards while blocking sword blows.

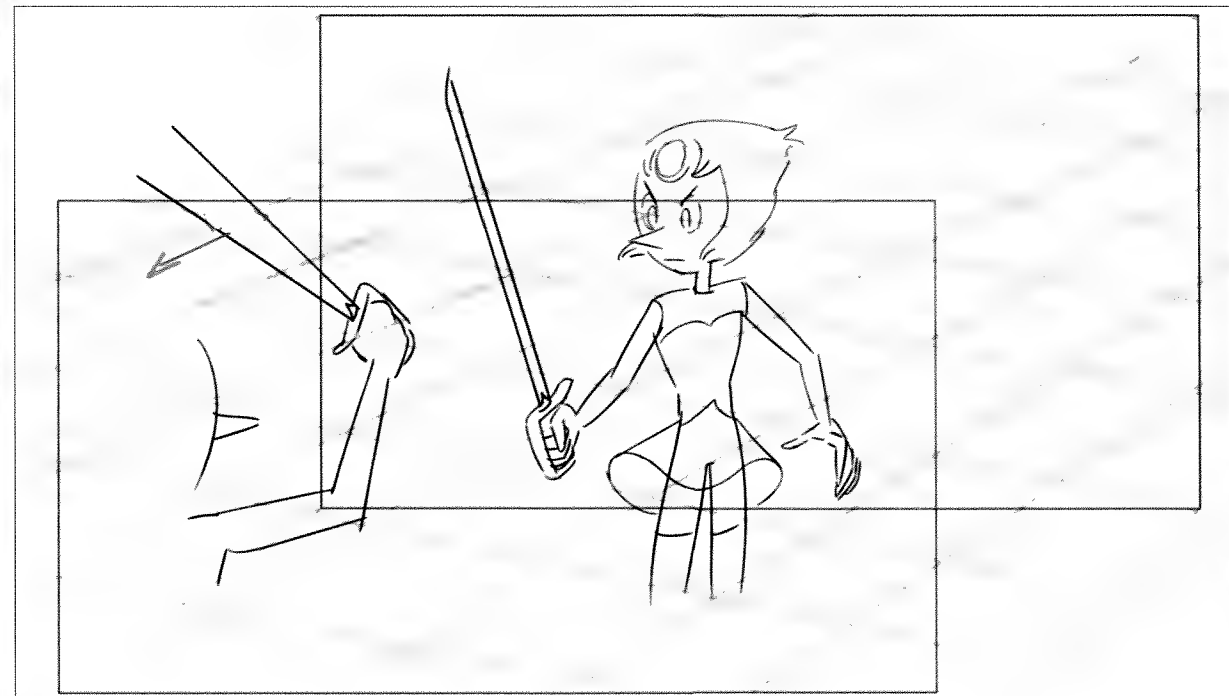
Holo-Pearl in F/G attacking Pearl.

Sparks fly from swords on each hit.

Slugging

ADJ: 0.08

Scene 45 Panel 6
CONT



Slugging

ADJ: 0.04

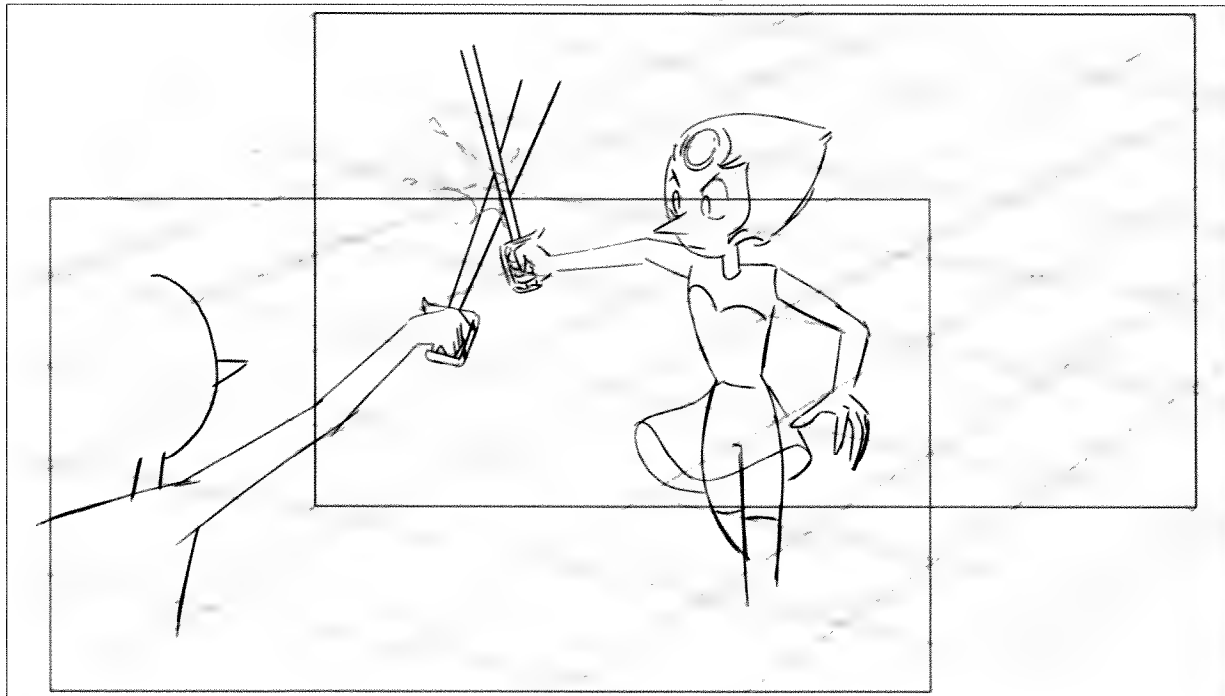
AUG 06 2013

1020.013

1020.013

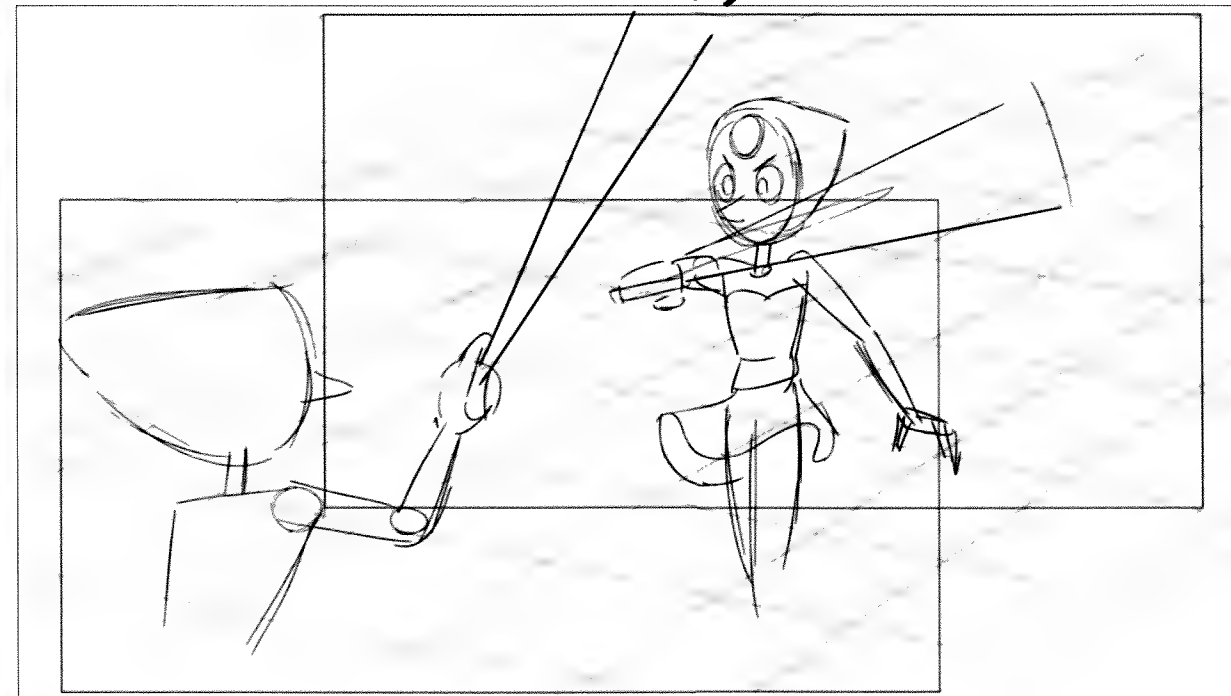
1020.013

Scene 45 Panel 7



Slugging
ADJ: 0.04

Scene 45 Panel 8



Slugging
ADJ: 0.04

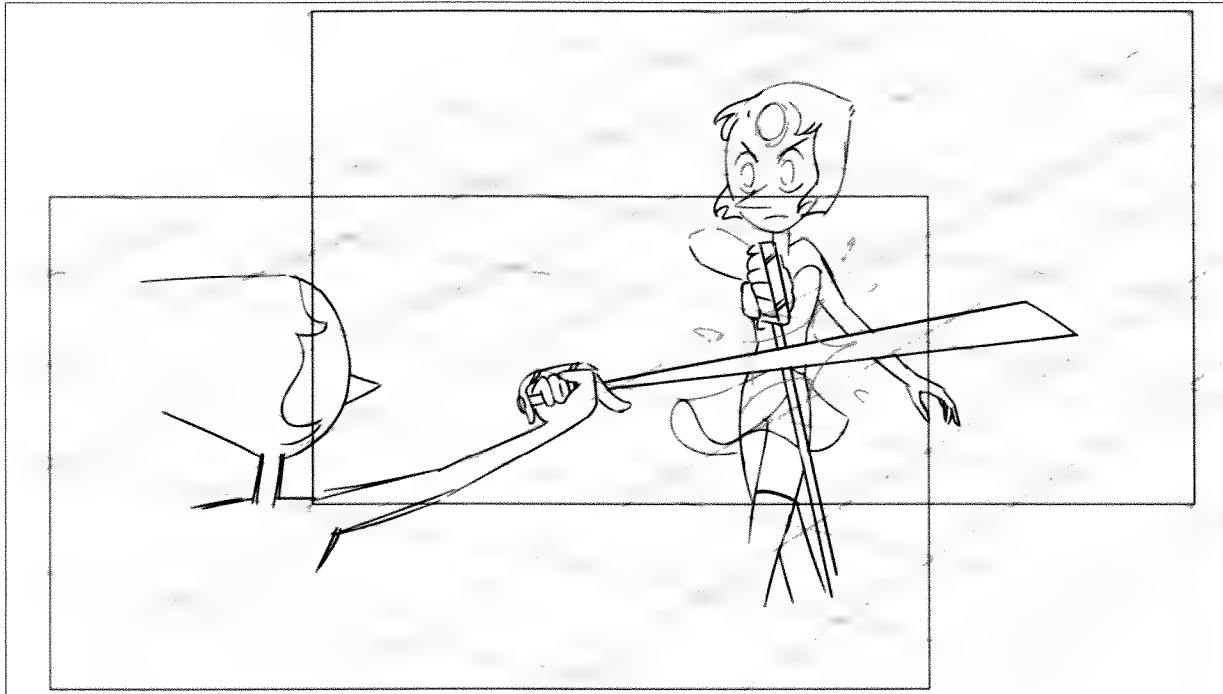
AUG 06 2013

1020.013

1020.013

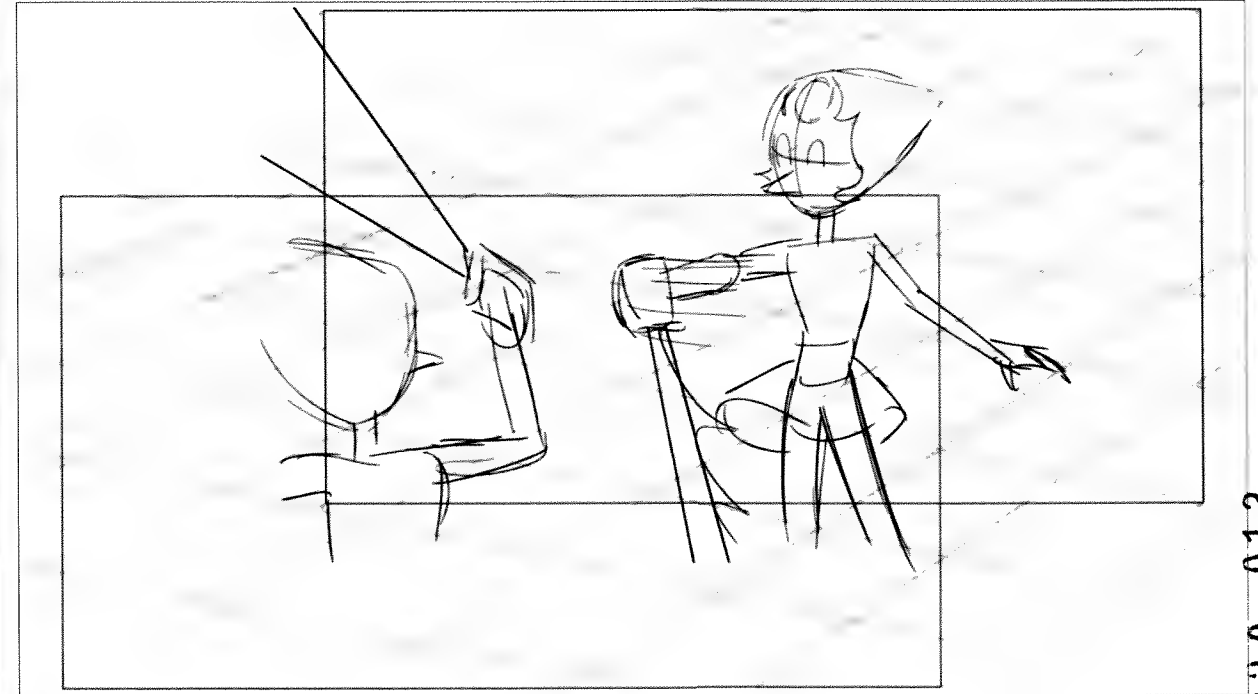
1020.013

Scene 45 Panel 9
CONT



Slugging
ADJ: 0.04

Scene 45 Panel 10
CONT



Slugging
ADJ: 0.04

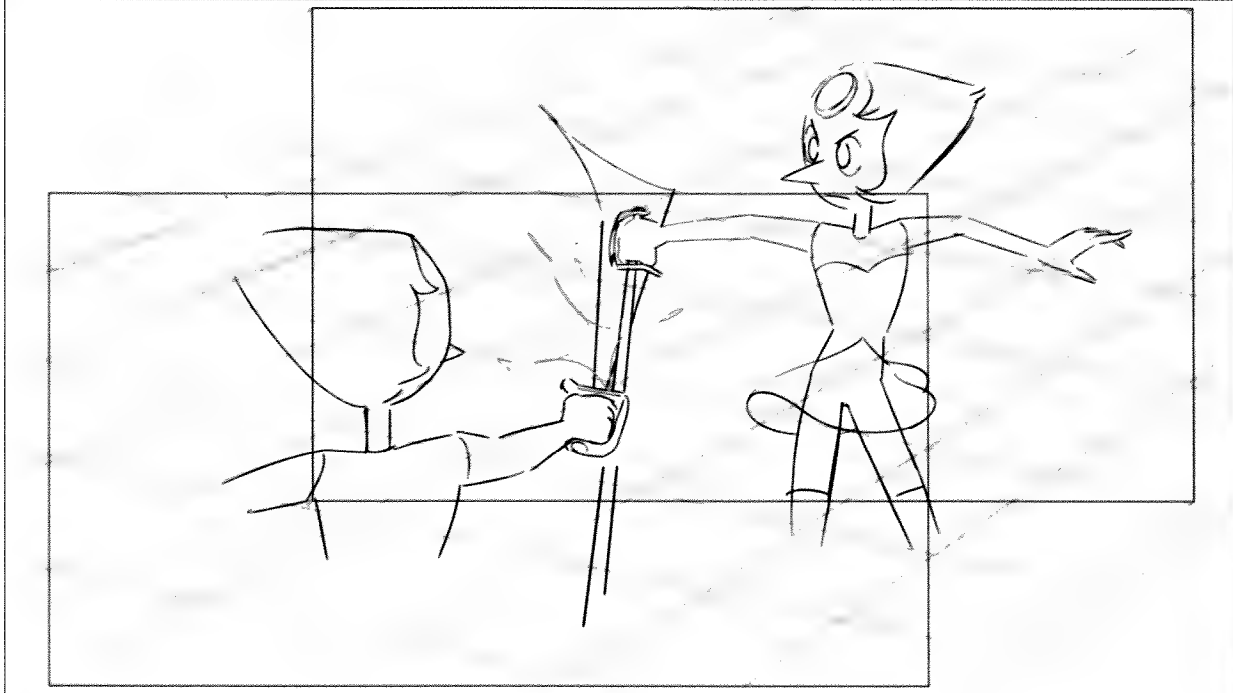
AUG 06 2013

1020-013

1020-013

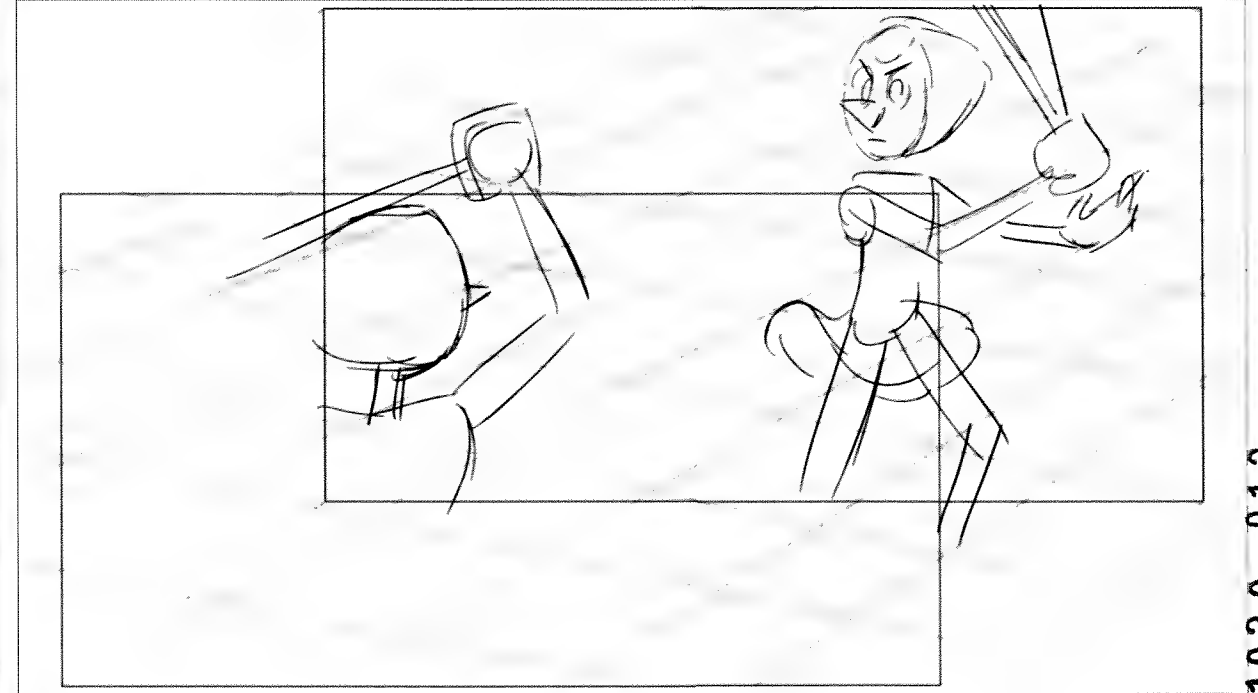
1020-013

Scene 45 Panel 11
CONT



Slugging
ADJ: 0.04

Scene 45 Panel 12
CONT



Slugging
ADJ: 0.04

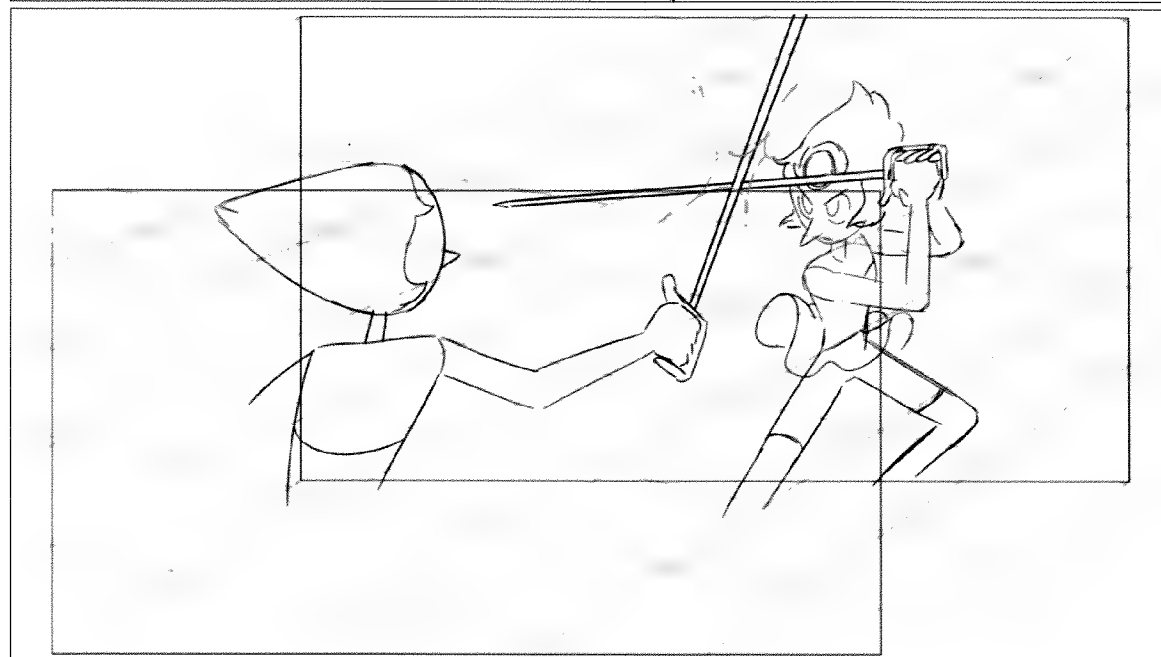
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel	
45	CONT	13

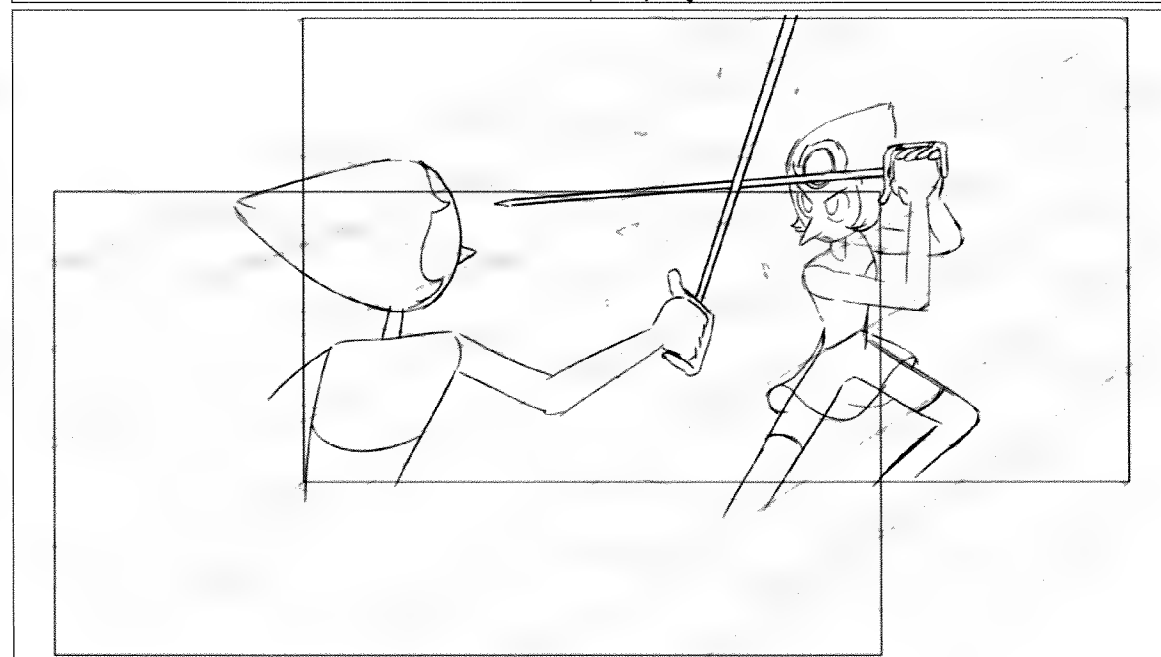
**Action Notes**

Pearl blocks major blow - She stops walking backwards.

Slugging

ADJ: 0.04

Scene	Panel	
45	CONT	14



Slugging

ADJ: 0.12

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1020.013

1020.013

Scene	Panel
46	1



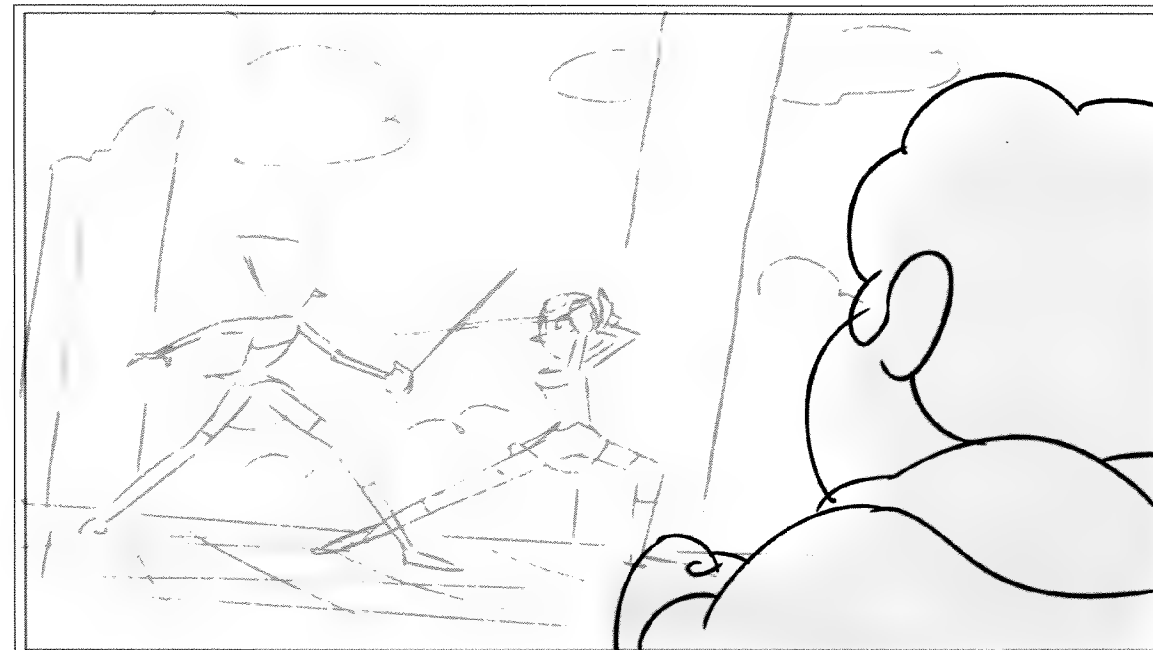
Dialogue

HP: Defense Rank S.

Slugging

2.05

Scene	Panel
47	1



Dialogue

HP: Zero Openings detected.

Slugging

3.02

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1020.013

1020.013

1020.013

1020.013

Scene	Panel
47	<i>cont</i> 2

Dialogue
STEVEN: GO PEARL...

Slugging
1.08

Scene	Panel
48	1

Dialogue
STEVEN: ...GO!

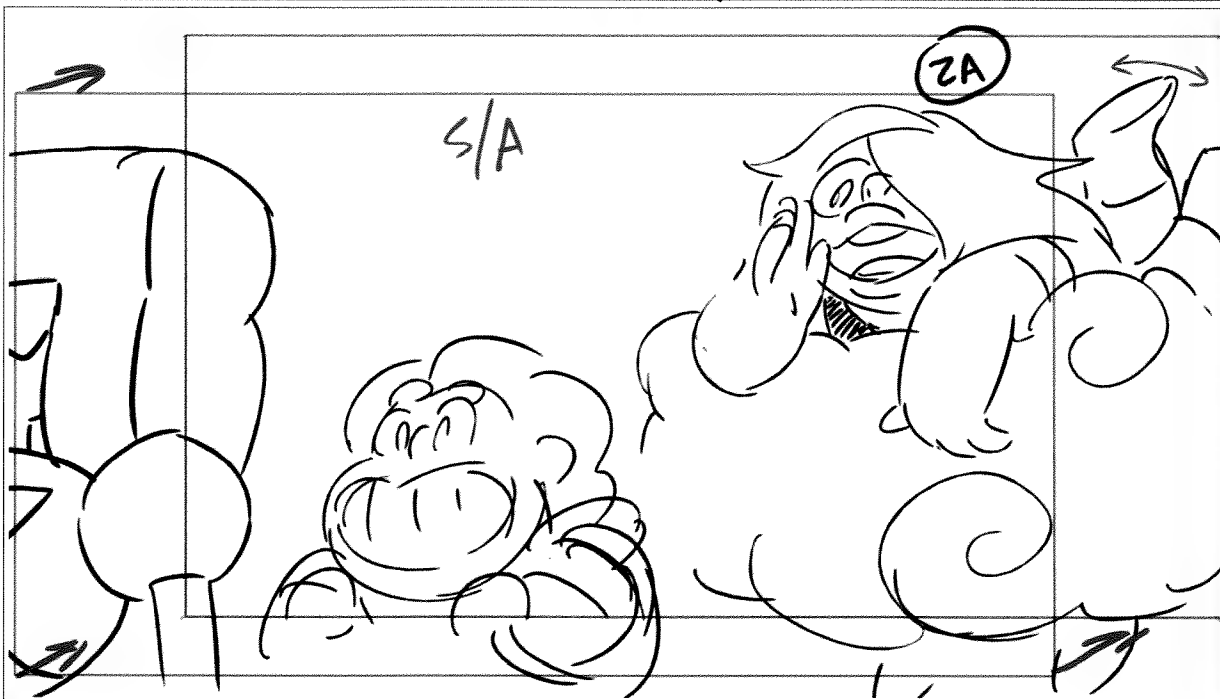
Slugging
0.15

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1020.013

Scene	Panel
48	CONT 2



Dialogue

AMETHYST: Go HOLO-PEARL!

Action Notes

Camera ADJ NE up towards Amethyst on a cloud.

Amethyst is still swinging her feet.

Slugging

HOLD: 0.07

Then ADJ: 0.06

Then HOLD: 1.11



Scene	Panel
49	1



Dialogue

PEARL: Grrrrr...

Action Notes

Pearl looks annoyed towards Amethyst O/S.

Slugging

1.03

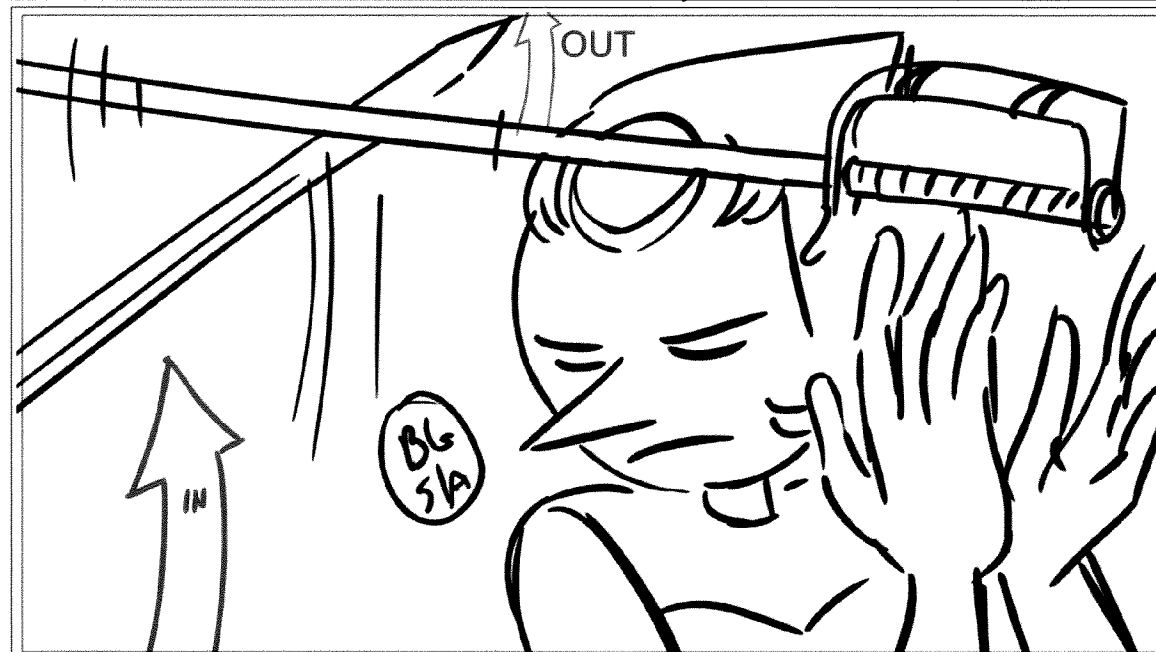
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1020.013

1020.013

Scene 49 Panel 2
CONT



Action Notes

Holo-Pearl's sword IN from off-screen bottom.

Pearl's Sword is knocked out of her hands and away UP O/S.

Slugging

0.04

Scene 49 Panel 3
CONT



Action Notes

Pearl looks up O/S to where her sword is flying.

Slugging

0.08

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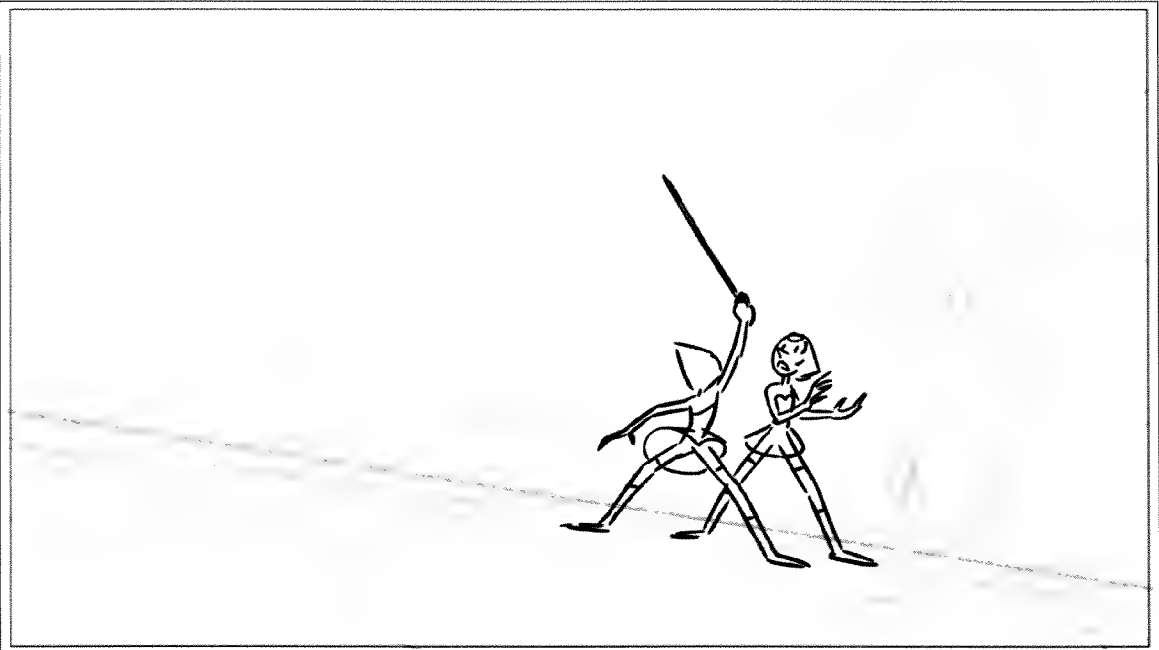
1020.013

1020.013

1020.013

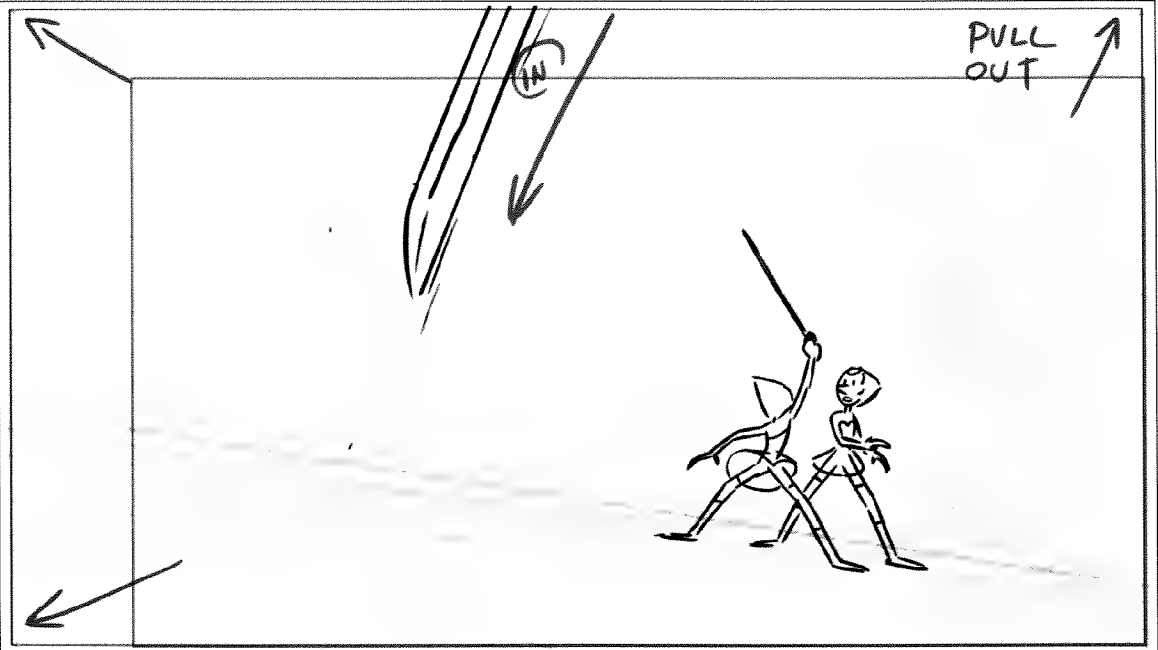


Scene	Panel
50	1



Slugging
1.10

Scene	Panel
50	2



Action Notes
Camera ADJ pull back, Pearls sword IN - lands in the foreground.

Slugging
Panels 2 + 3 =
ADJ: 0.05
Then HOLD: 0.15

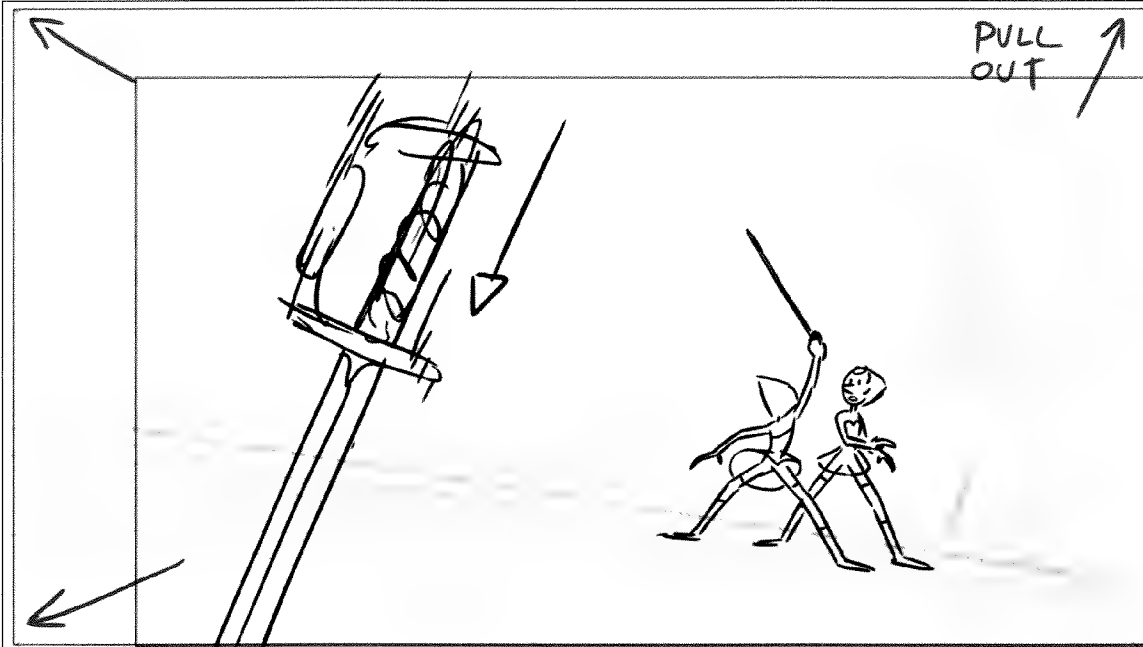
AUG 06 2013

1020.013

1020.013

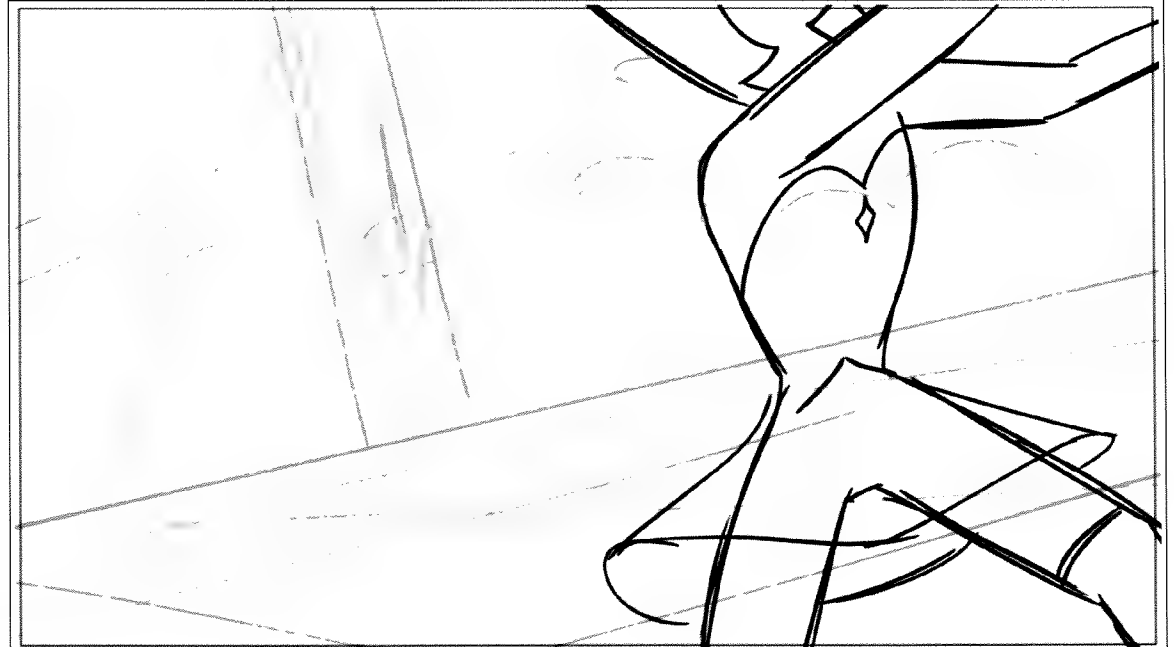
1020.013

Scene	Panel
50	CONT 3



Action Notes
Camera ADJ pull back, Pearls sword IN - lands in the foreground.

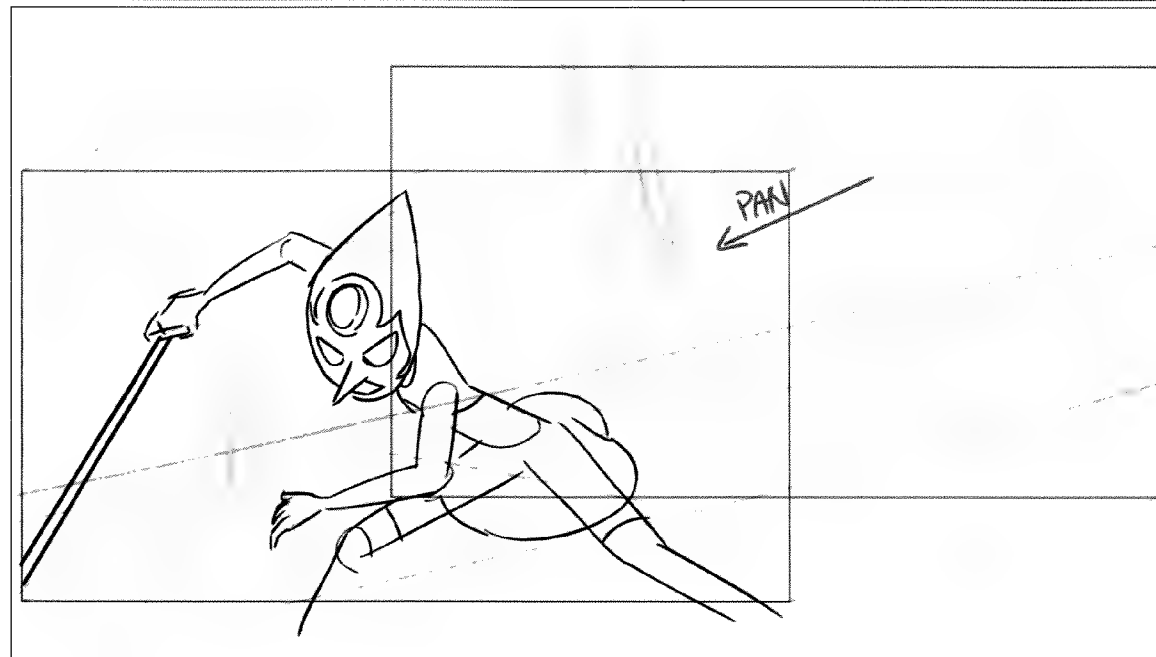
Scene	Panel
51	1



Slugging
0.06

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Scene	Panel
51	cont
	2

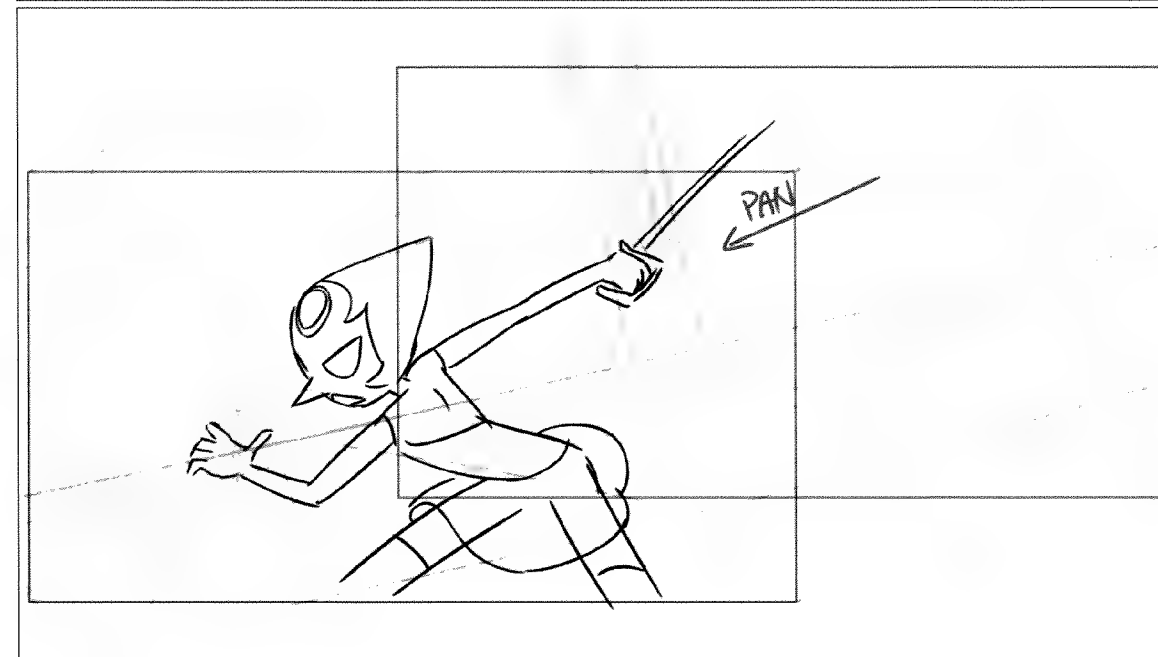


Dialogue
HP: Opening...

Action Notes
Camera ADJ SW follow Holo-Pearl towards screen left.

Slugging
ADJ: 0.10

Scene	Panel
51	cont
	3



Dialogue
HP: ...Detected

Slugging
ADJ: 1.02

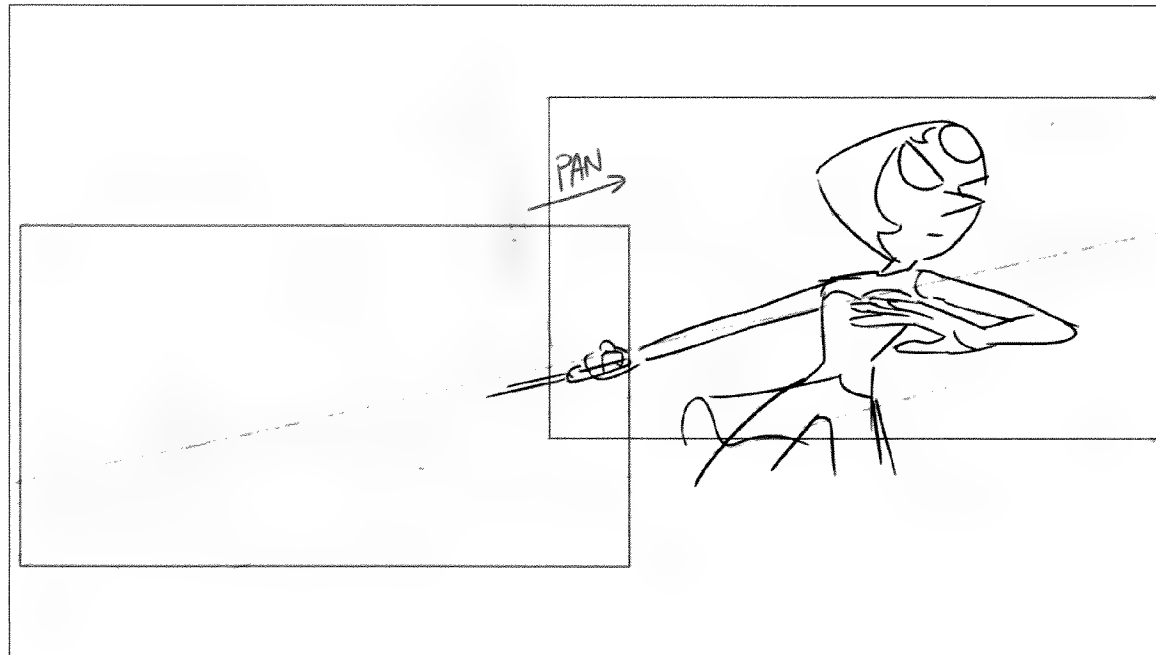
AUG 06 2013

1020.013

1020.013

1020.013

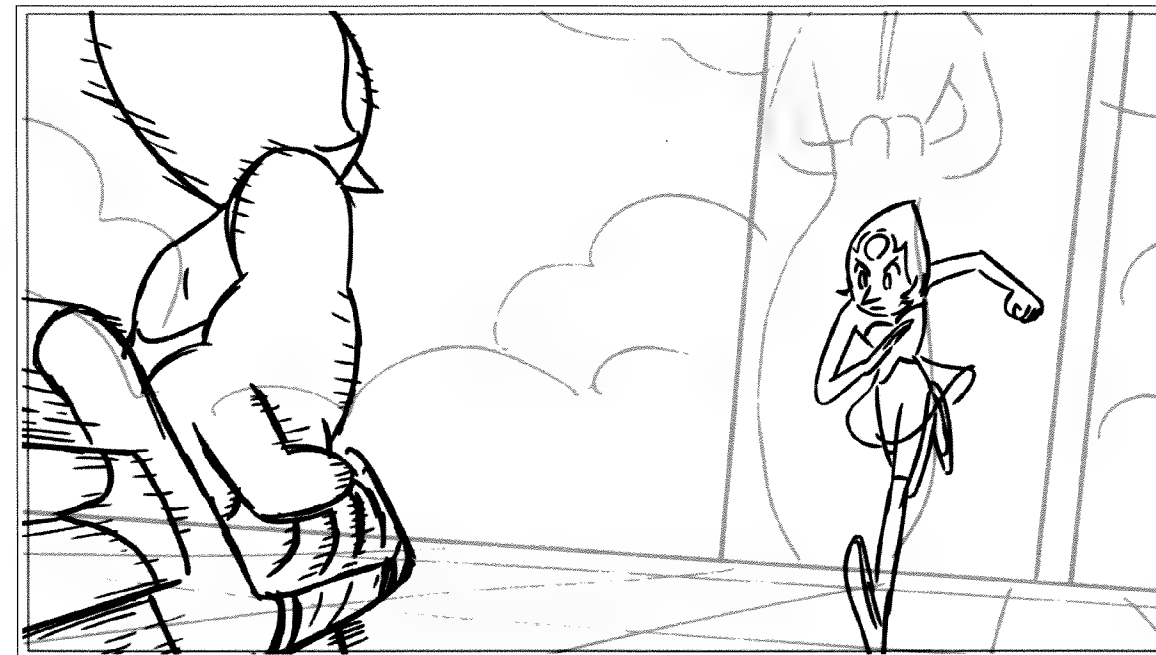
Scene	Panel
51	CONT 4



Action Notes
Camera ADJ NE screen right to follow Holo-Pearls forward run towards Pearl O/S.

Slugging
ADJ: 0.14

Scene	Panel
52	1



Action Notes
Pearl is running forward towards Holo-Pearl.
Holo-Pearl runs towards Pearl.

Slugging
0.04

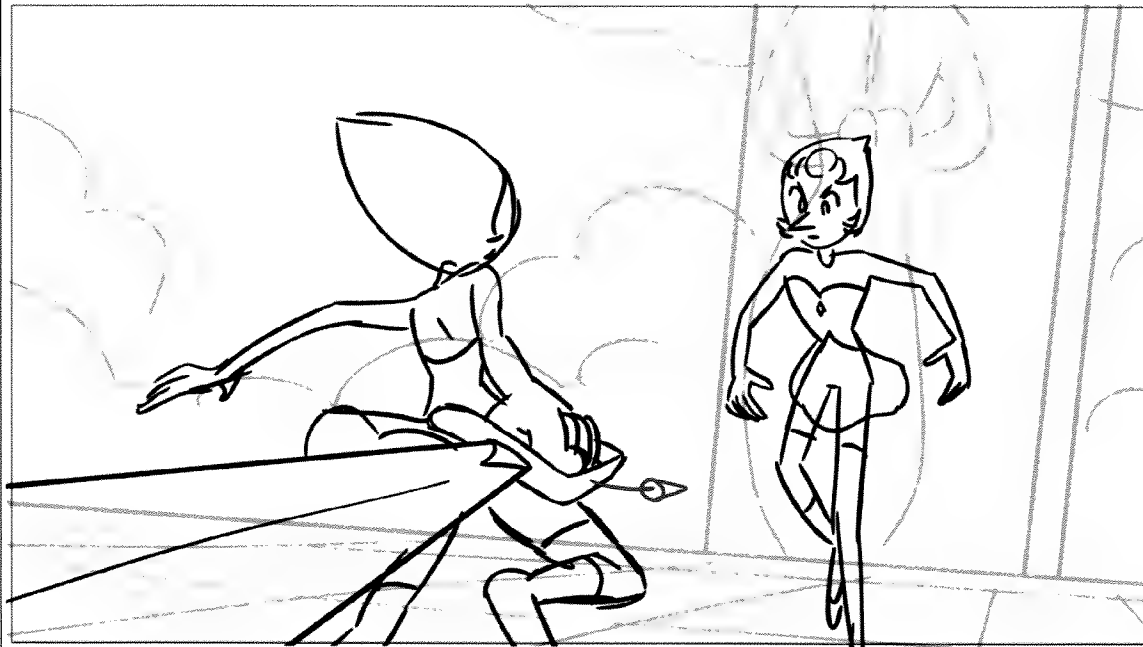
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
52	CONT 2



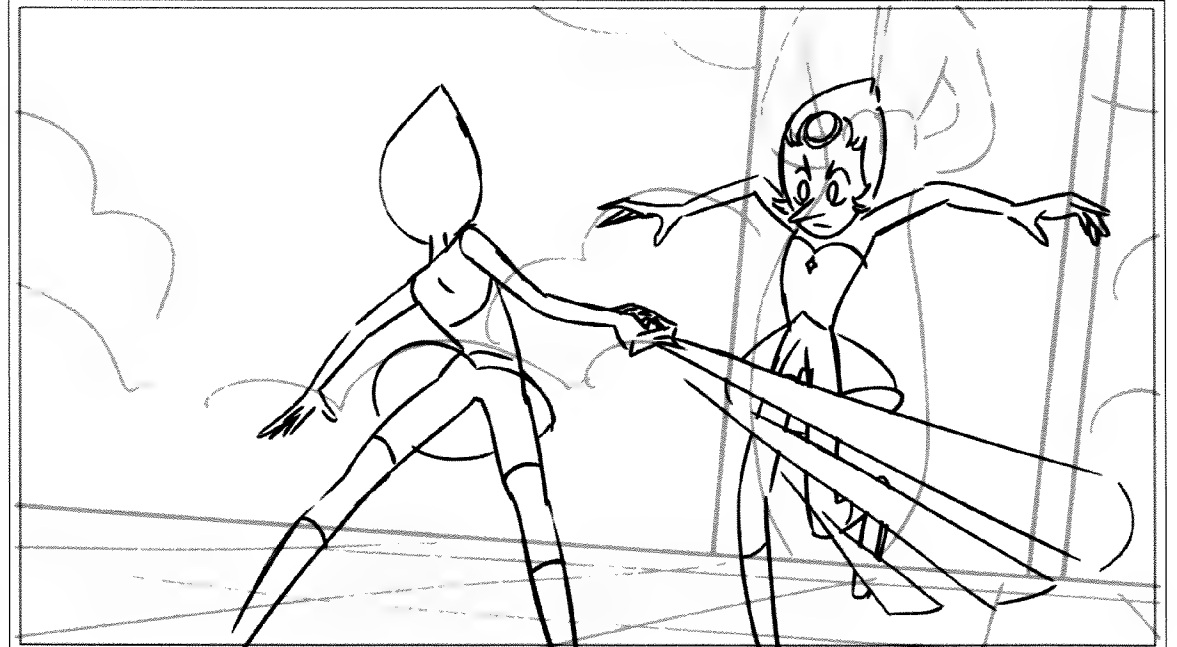
Action Notes

Holo-Pearl starts to swings her sword at Pearl.

Slugging

0.04

Scene	Panel
52	CONT 3



Action Notes

Pearl reacts to sword swing.

Slugging

0.04

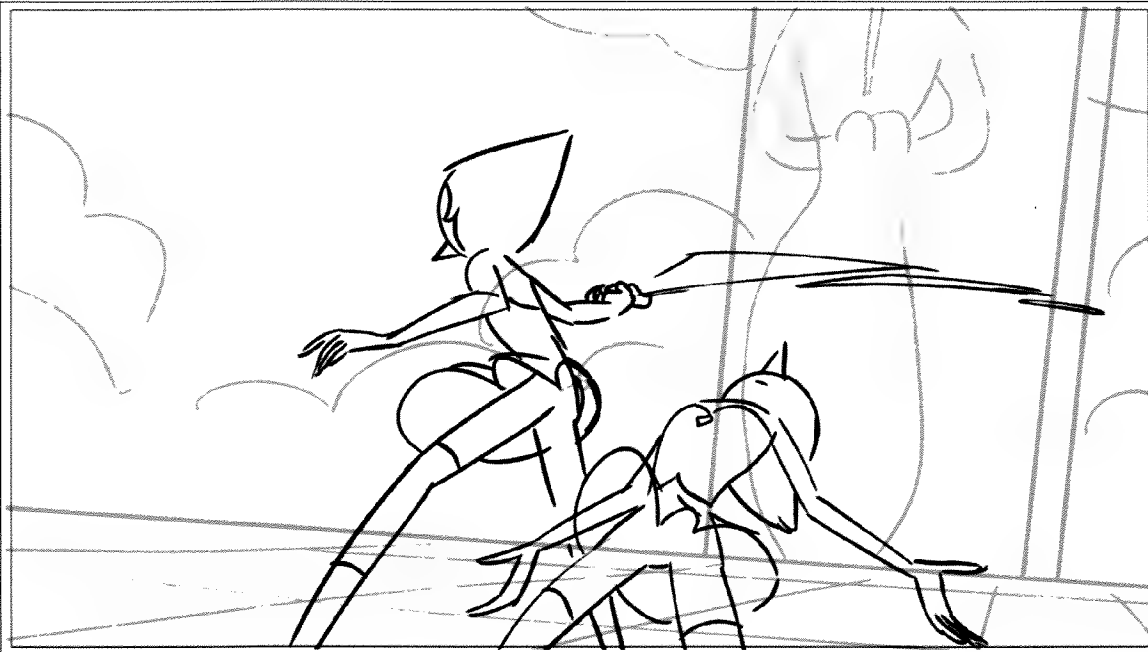
AUG 06 2014

1020.013

1020.013

1020.013

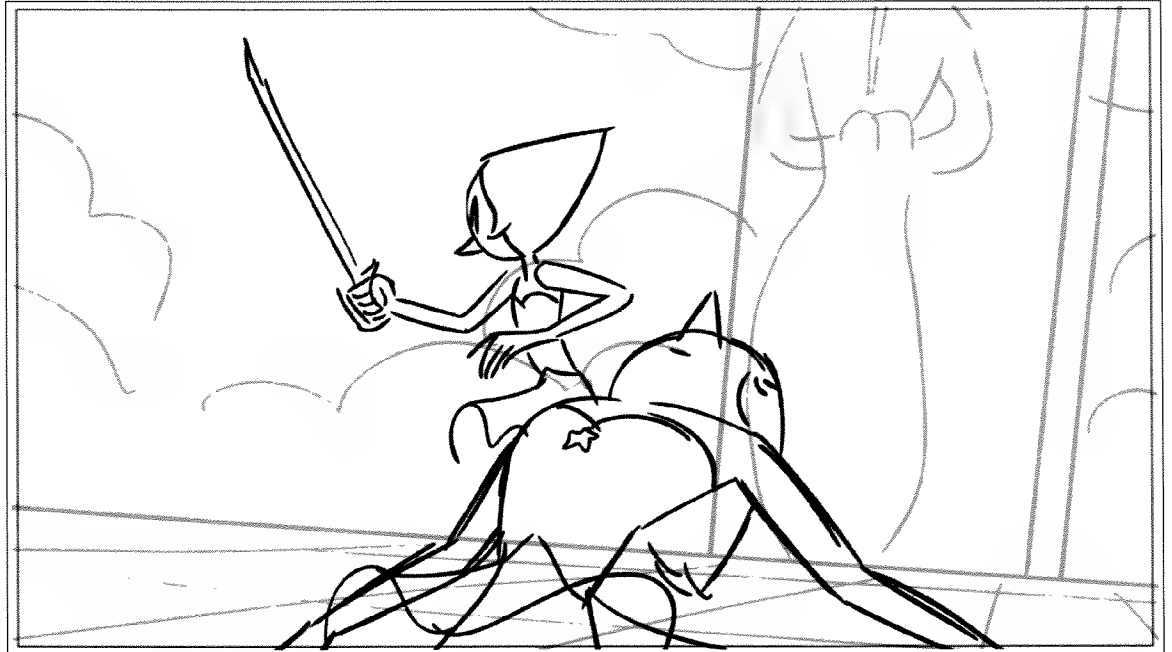
Scene 52 Panel 4



Action Notes
Pearl drops under the sword, sliding towards camera.

Slugging
0.04

Scene 52 Panel 5



Action Notes
Pearl sliding towards camera.

Slugging
0.04

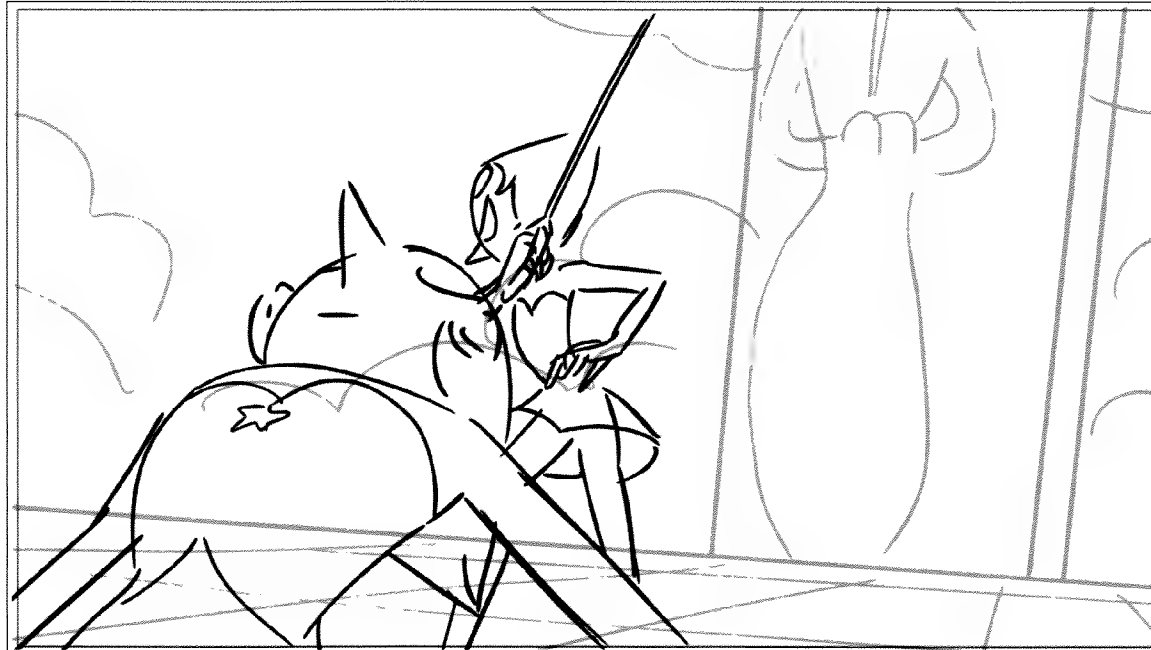
AUG 06 2013

1020.013

1020.013

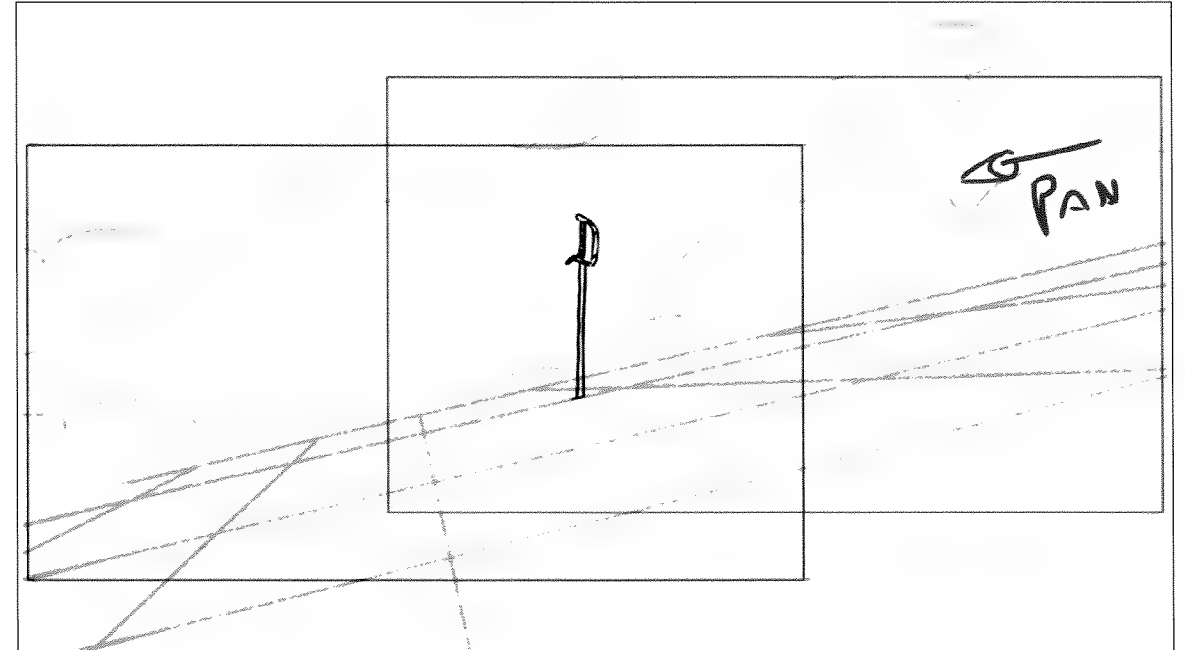
1020.013

Scene	Panel
52	CONT
	6



Slugging
0.04

Scene	Panel
53	
	1



Action Notes
Camera ADJ SW follows Pearl as she slides to pick up the sword.

Slugging
ADJ: 0.04

Total ADJ frames panels 1 to 7 = 2.06

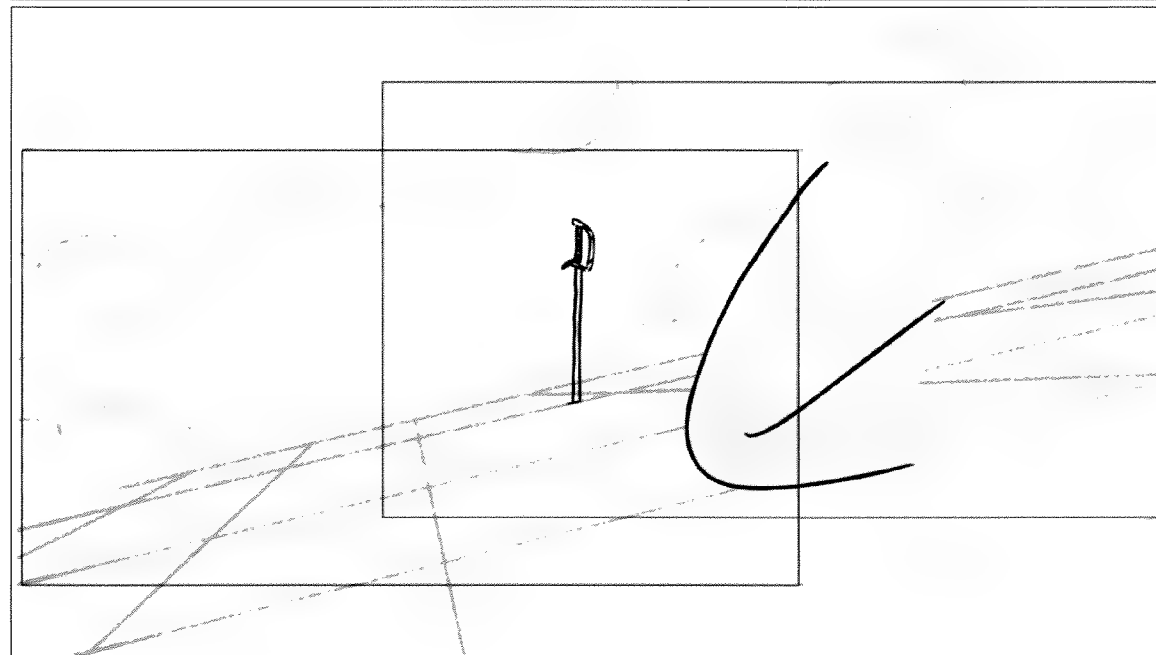
AUG 06 2013

1020.013

1020.013

1020.013

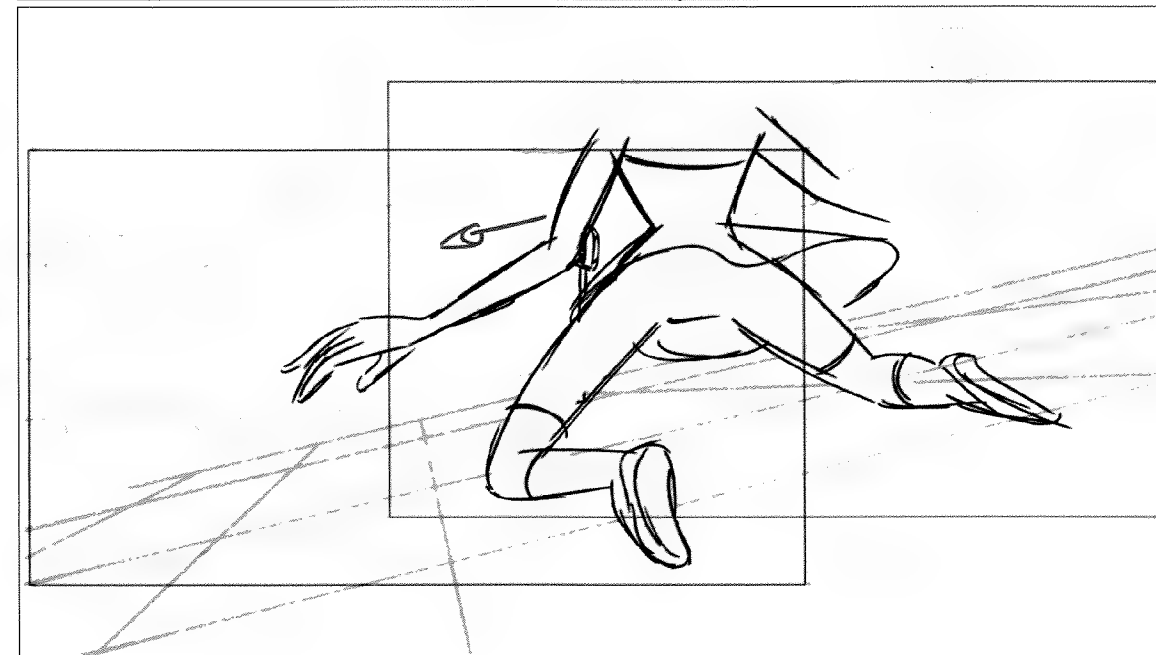
Scene	Panel
53	CONT



Action Notes
 Pearl appears in F/G.

Slugging
 ADJ: 0.04

Scene	Panel
53	CONT



Action Notes
 Pearls slide continues, camera follows

Slugging
 ADJ: 0.04

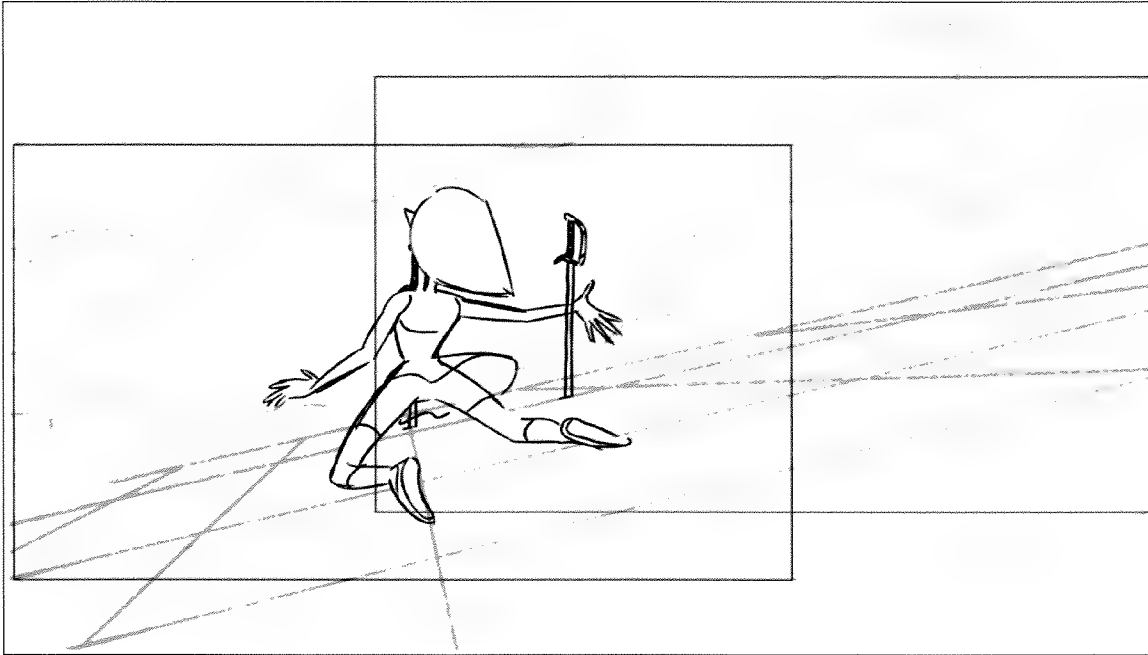
AUG 06 2013

1020.013

1020.013

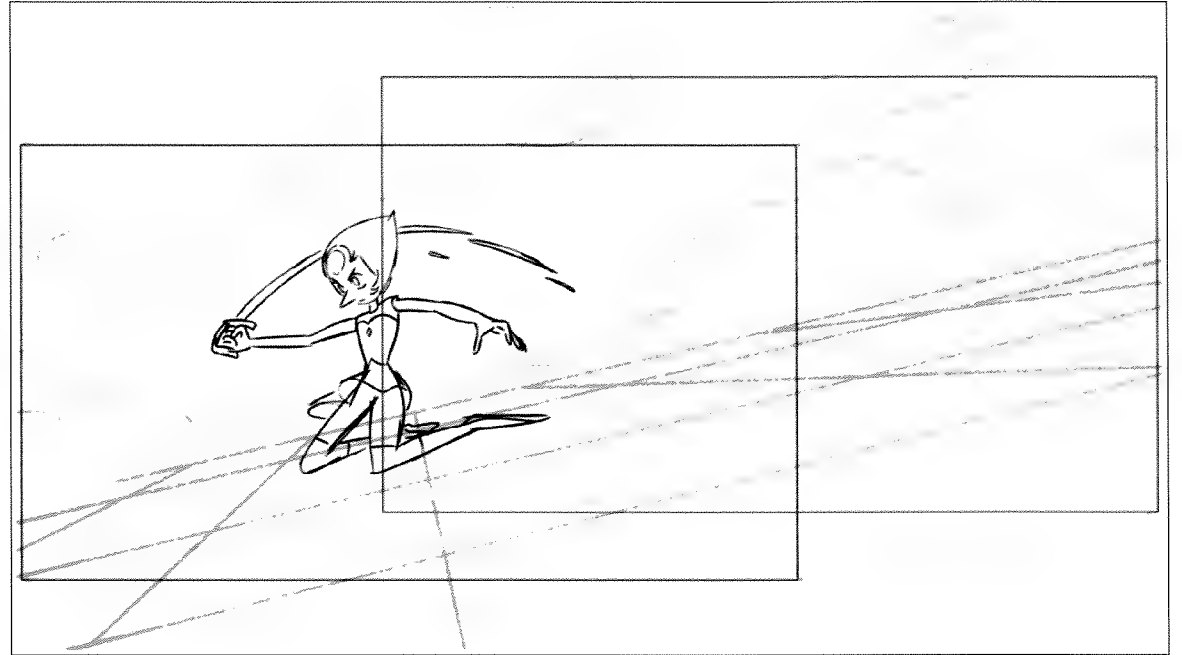
1020.013

Scene	Panel	
53	CONT	4



Slugging
ADJ: 0.04

Scene	Panel	
53	CONT	5



Action Notes
Pearl grabs her sword as she spins around to a stop.

Slugging
ADJ: 0.06

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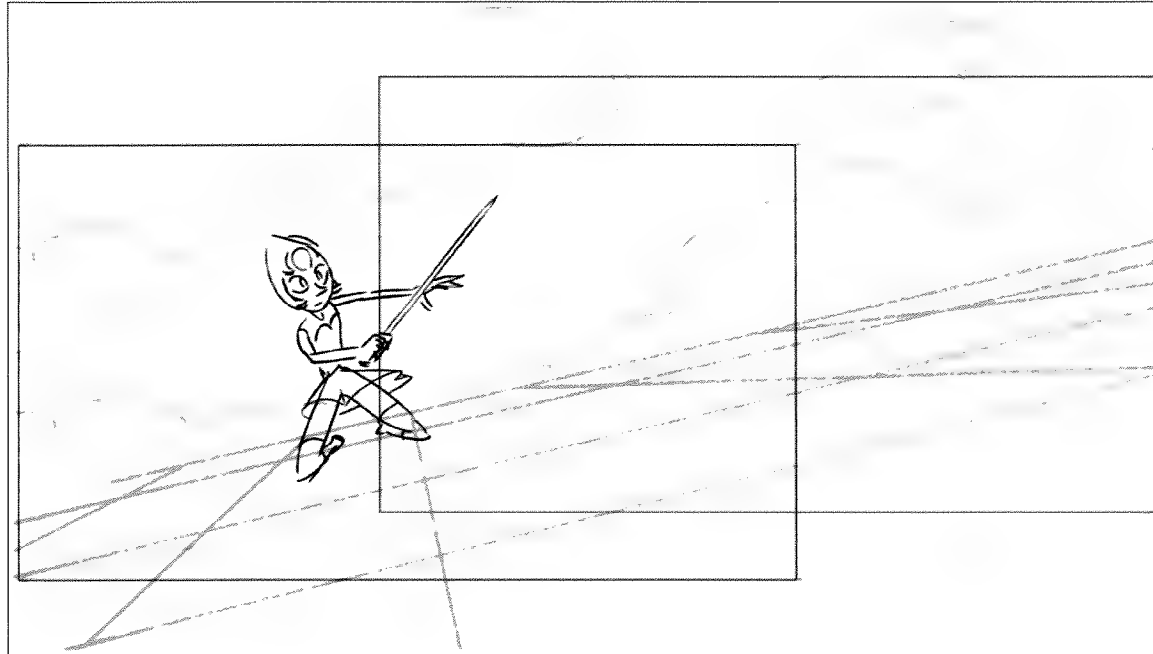
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1020.013



Scene	Panel
53	<i>CONT</i>

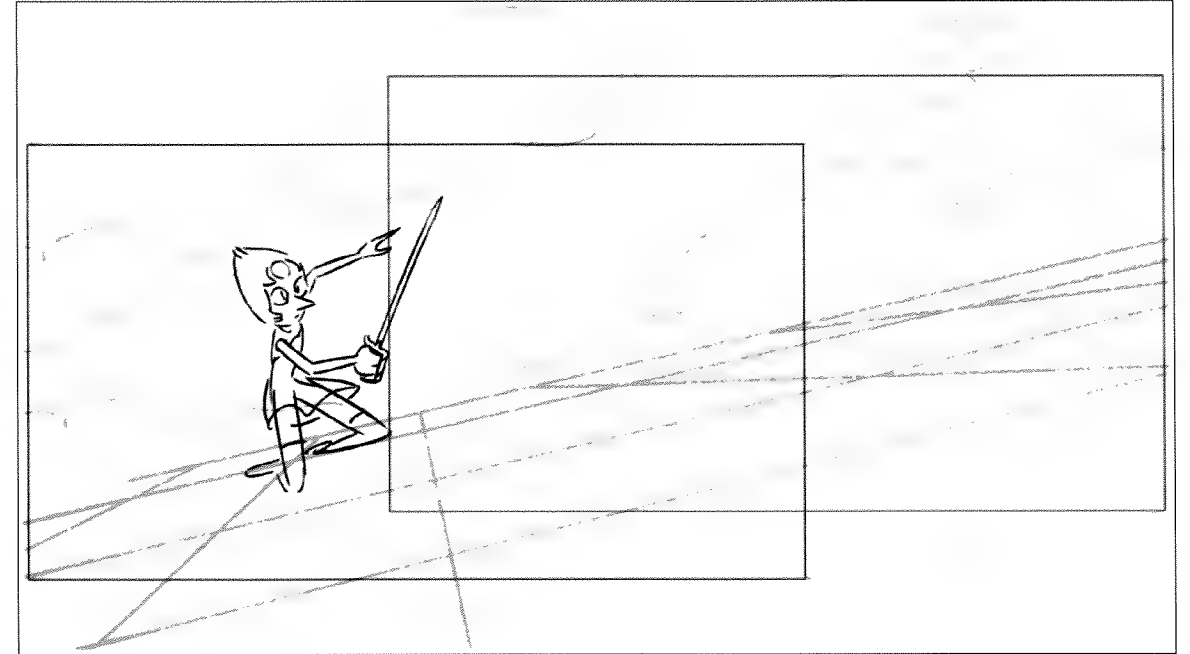
6



Slugging
ADJ: 0.06

Scene	Panel
53	<i>CONT</i>

7



Slugging
ADJ: 0.10

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Scene	Panel
54	1

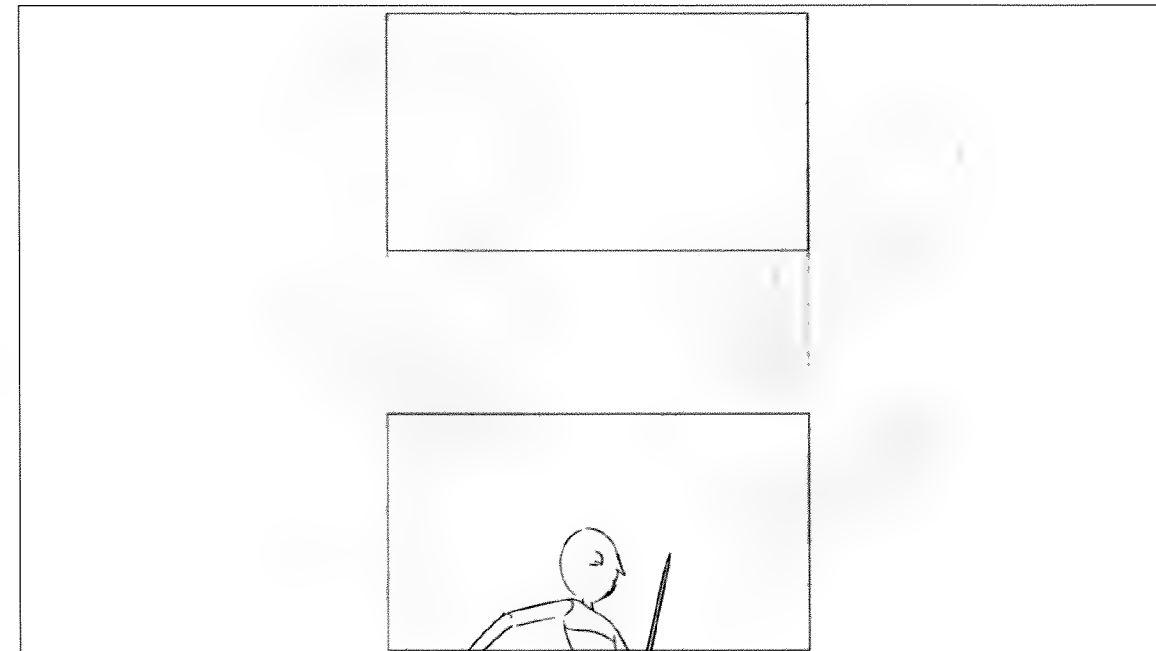


Action Notes
Pearl looks up.

Slugging
1.02

Notes
H/U Pearl to previous

Scene	Panel
55	1



Slugging
HOLD: 0.06

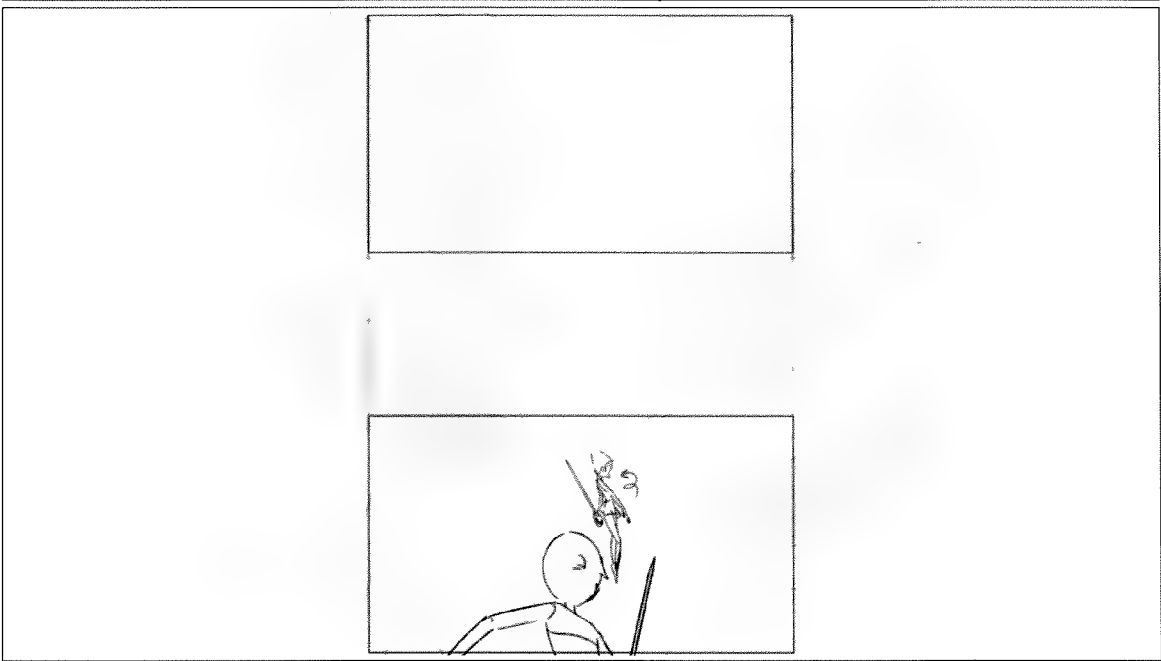
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Scene	55	Panel	2
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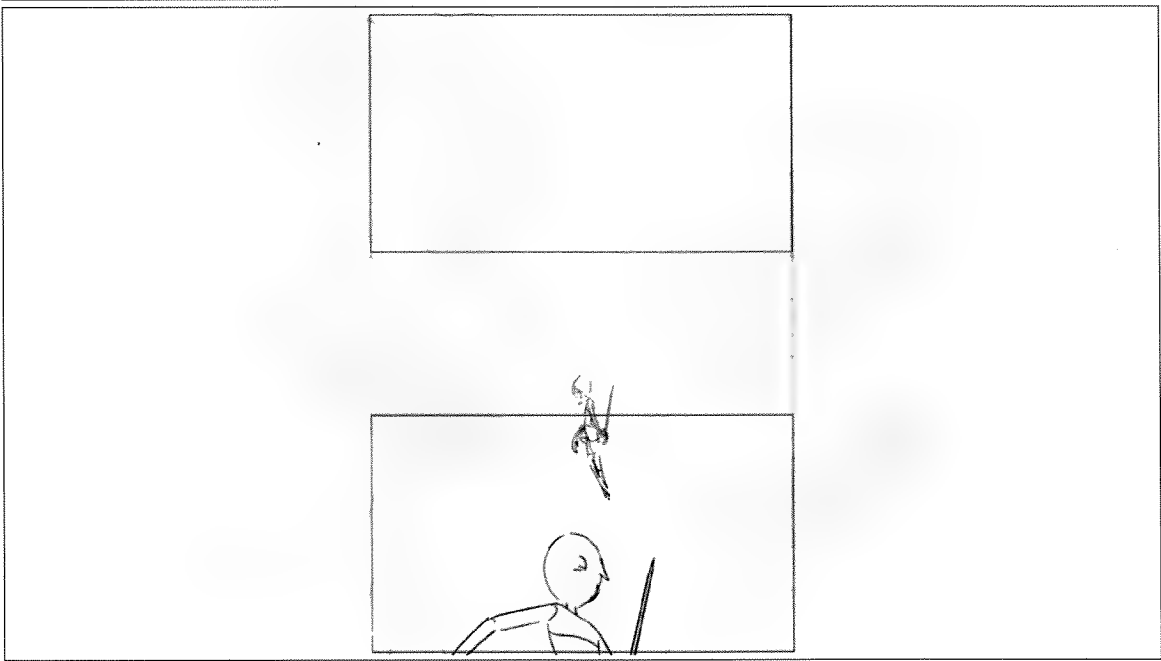
Action Notes
Holo-Pearl rapidly spins counter-clockwise up into the air.

Camera ADJ up to follow Holo-Pearl.

Slugging
ADJ: 0.06

Total ADJ frames panels 2 to 5 = 1.10

Scene	55	Panel	3
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Slugging
ADJ: 0.06

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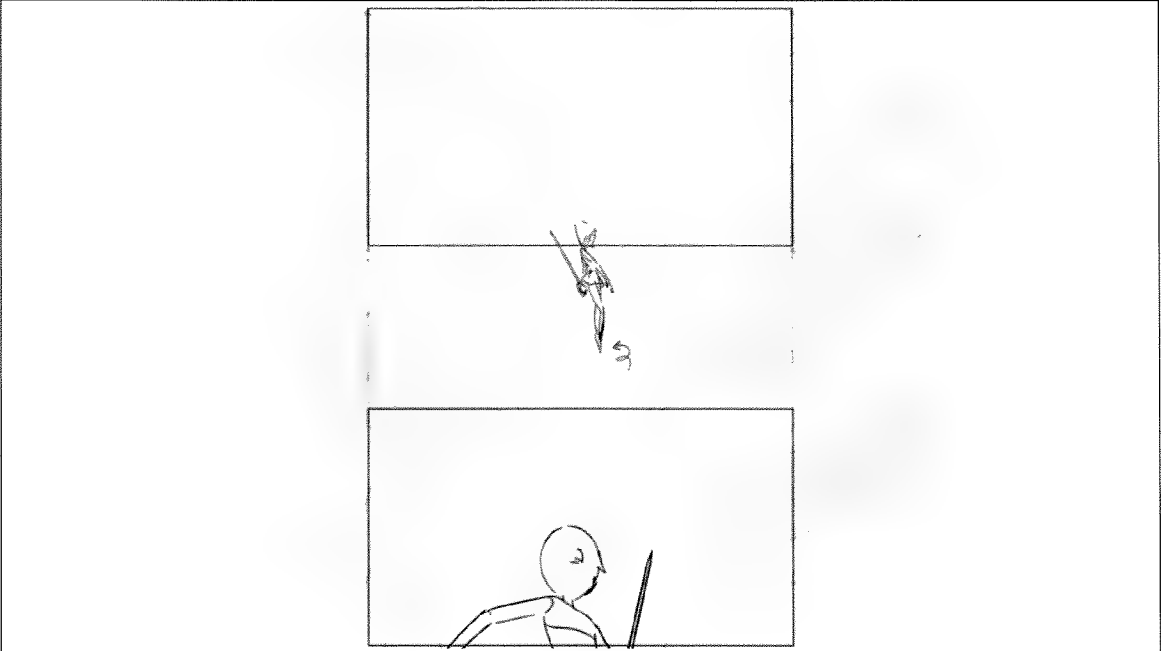
1020.013

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1020.013

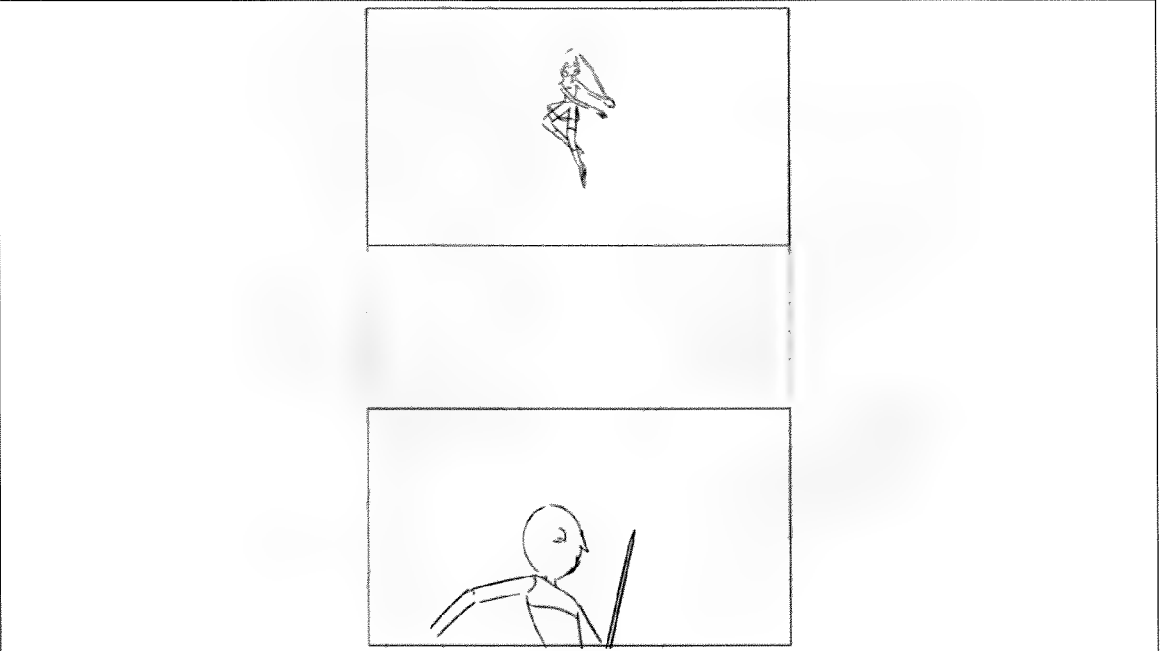


Scene	Panel
55	<i>CONT</i>
	4



Slugging
ADJ: 0.06

Scene	Panel
55	<i>CONT</i>
	5



Action Notes
Holo-Pearl slows at the apex of the jump up.

Slugging
ADJ: 0.08

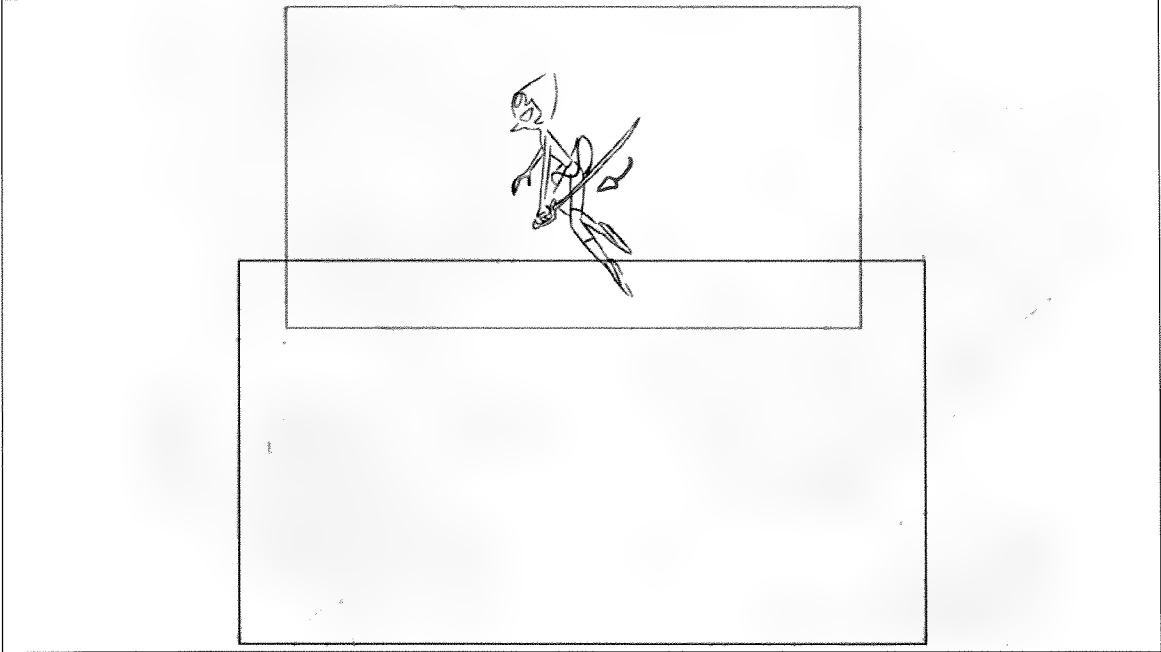
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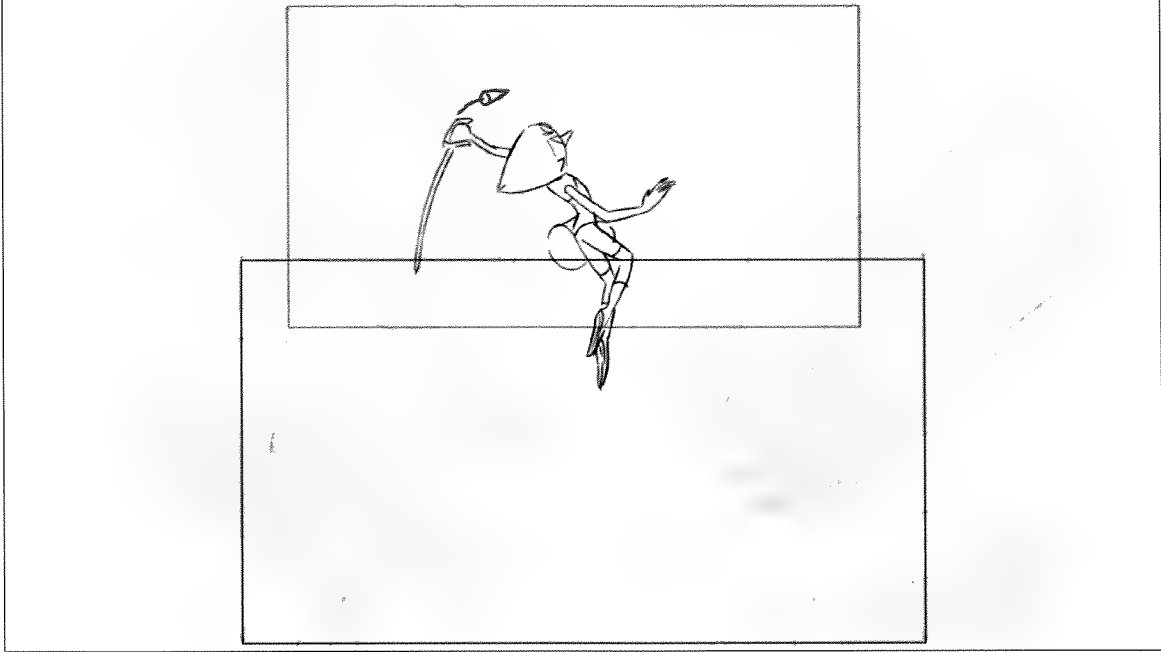
Scene	55	Panel	6
		<i>CONT</i>	



Action Notes
Holo-Pearl falls forward spinning clock-wise towards camera and O/S Pearl.
Camera ADJ South OUT to follow Holo-Pearl.

Slugging
ADJ: 0.06
Total ADJ frames panels 6 to 8 = 1.00

Scene	55	Panel	7
		<i>CONT</i>	



Slugging
ADJ: 0.06

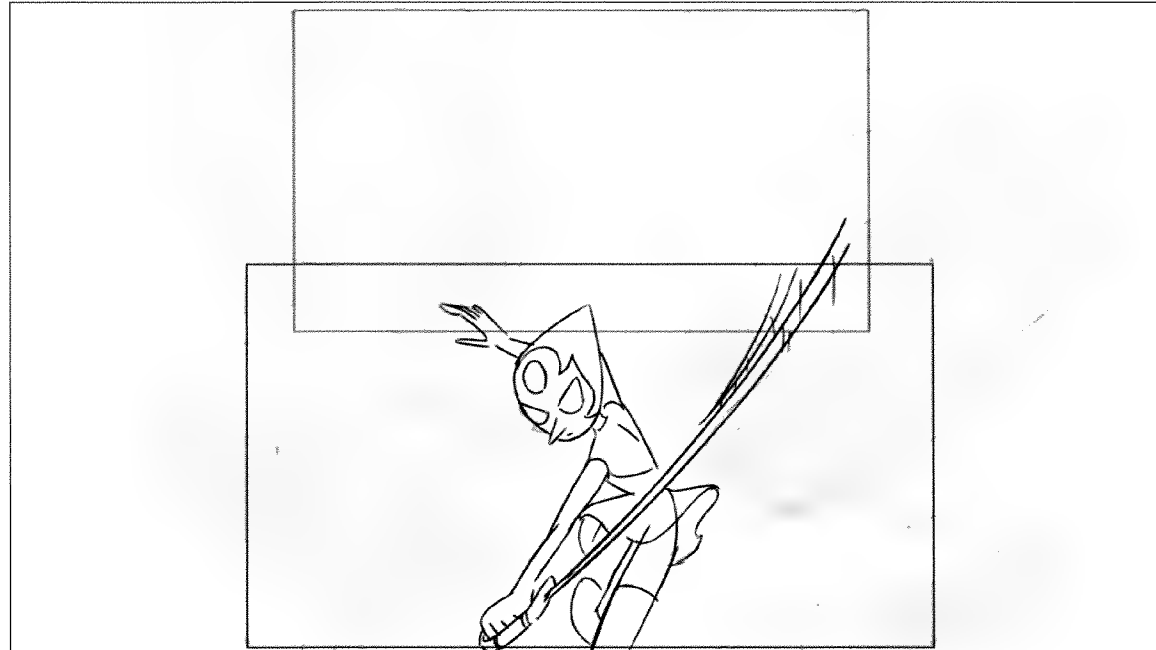
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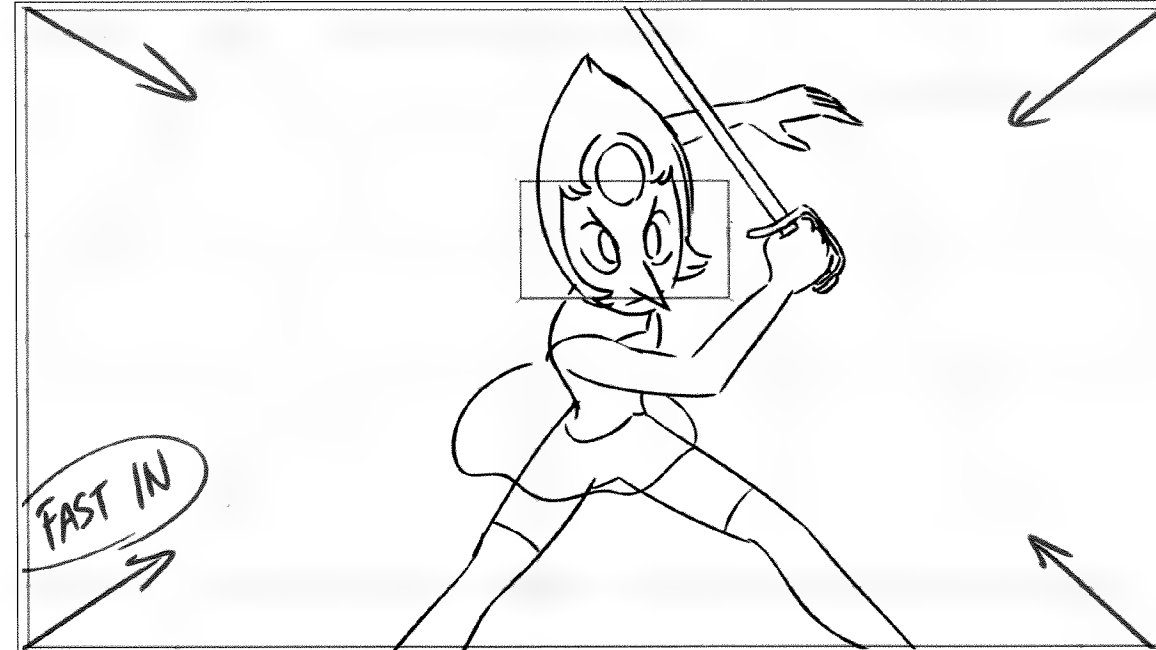
Scene	Panel
55	cont
8	



Action Notes
Holo-Pearl swings her sword towards Pearl O/S bottom.

Slugging
ADJ: 0.04

Scene	Panel
56	1



Action Notes
Camera fast truck in on Pearl.

Slugging
ADJ: 0.08

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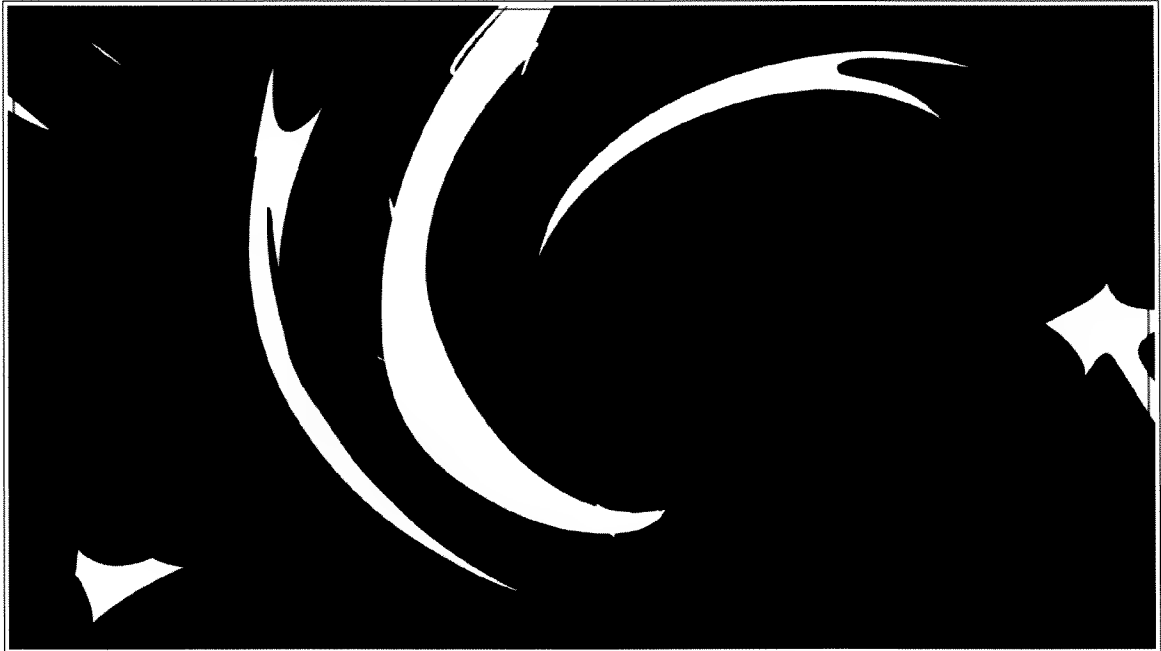


Scene	Panel
56	cont 2



Slugging
0.08

Scene	Panel
57	1



Action Notes
Sparkles

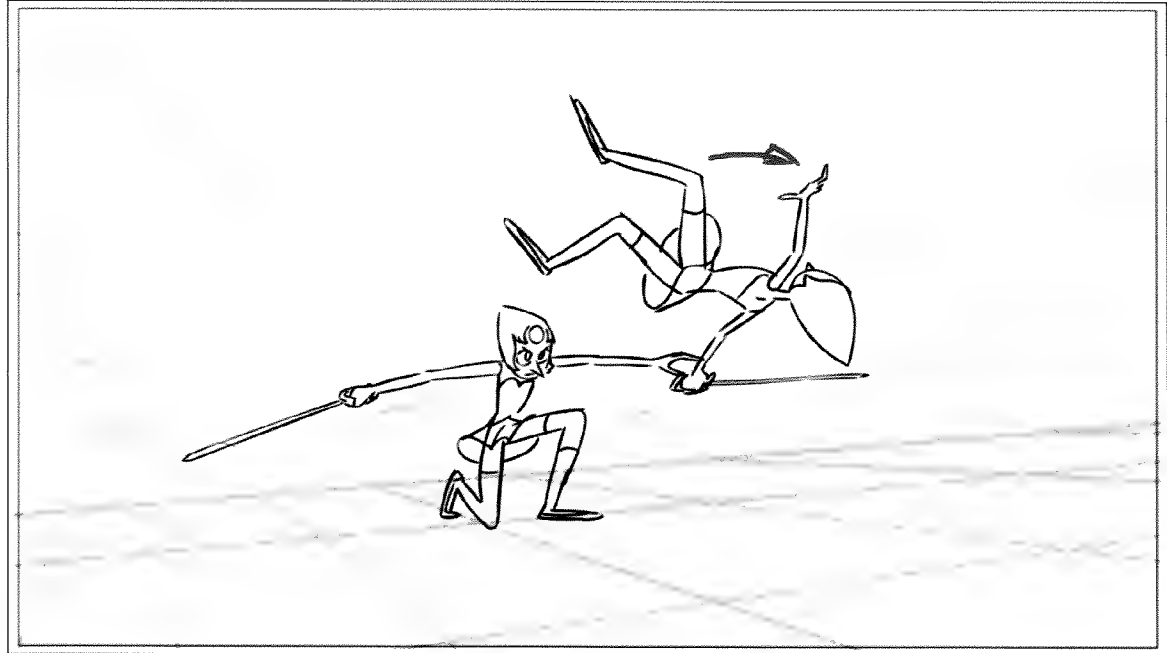
Slugging
0.06

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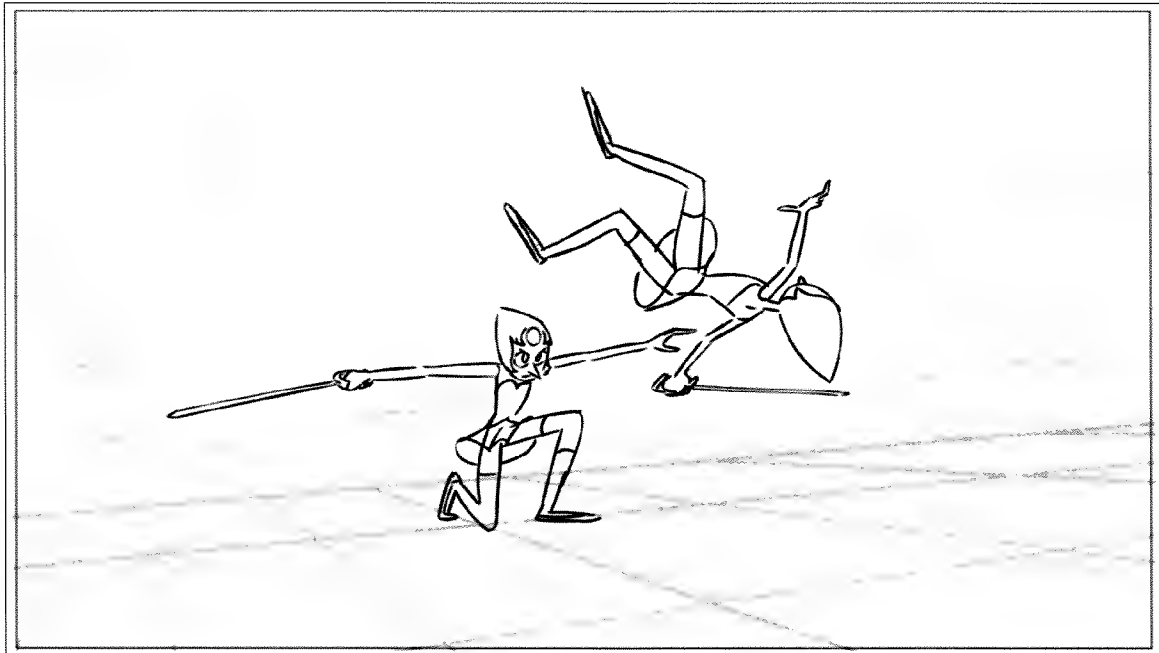
Scene	Panel
58	1



Action Notes
Slow-motion.
Holo-Pearl spins clock-wise.

Slugging
0.08

Scene	Panel
58	2



Action Notes
Slow-motion.

Slugging
0.08

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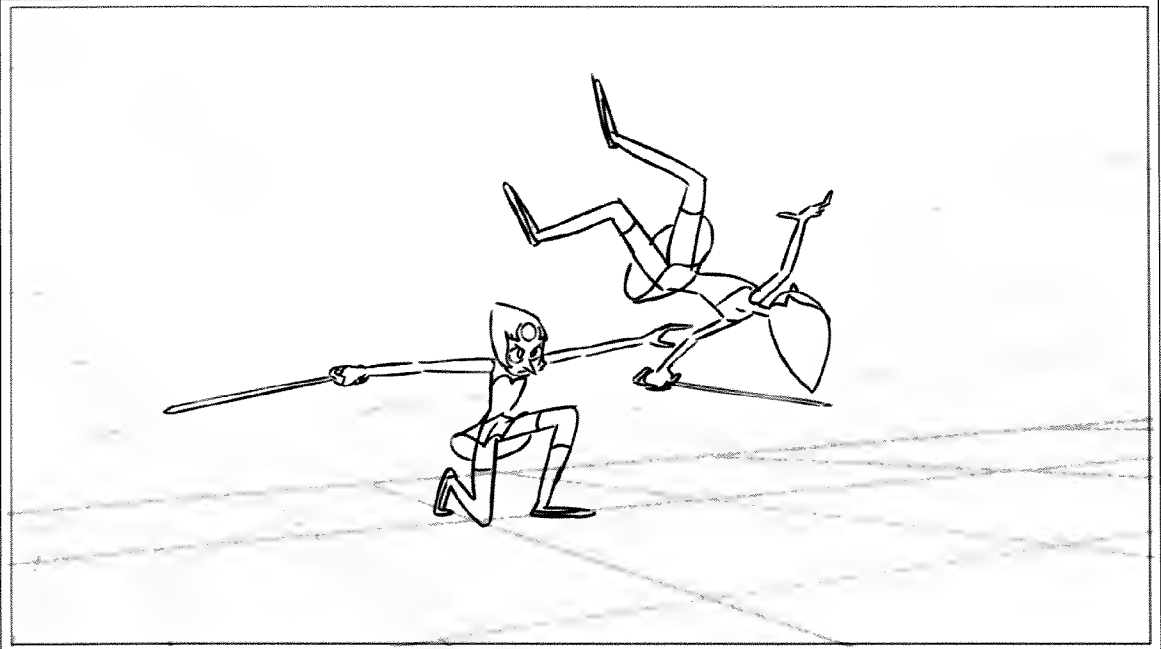
1020.013

1020.013

1020.013



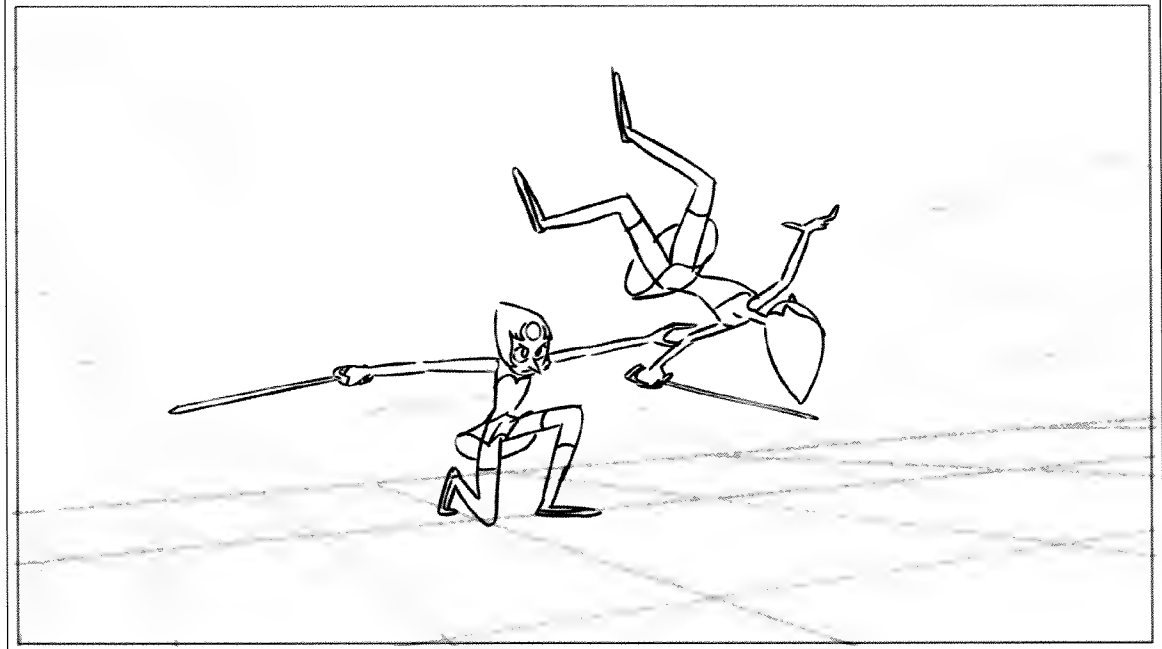
Scene	Panel
58	<i>CONT</i>
	3



Action Notes
Slow-motion.

Slugging
0.08

Scene	Panel
58	<i>CONT</i>
	4



Action Notes
Slow-motion.

Slugging
0.08

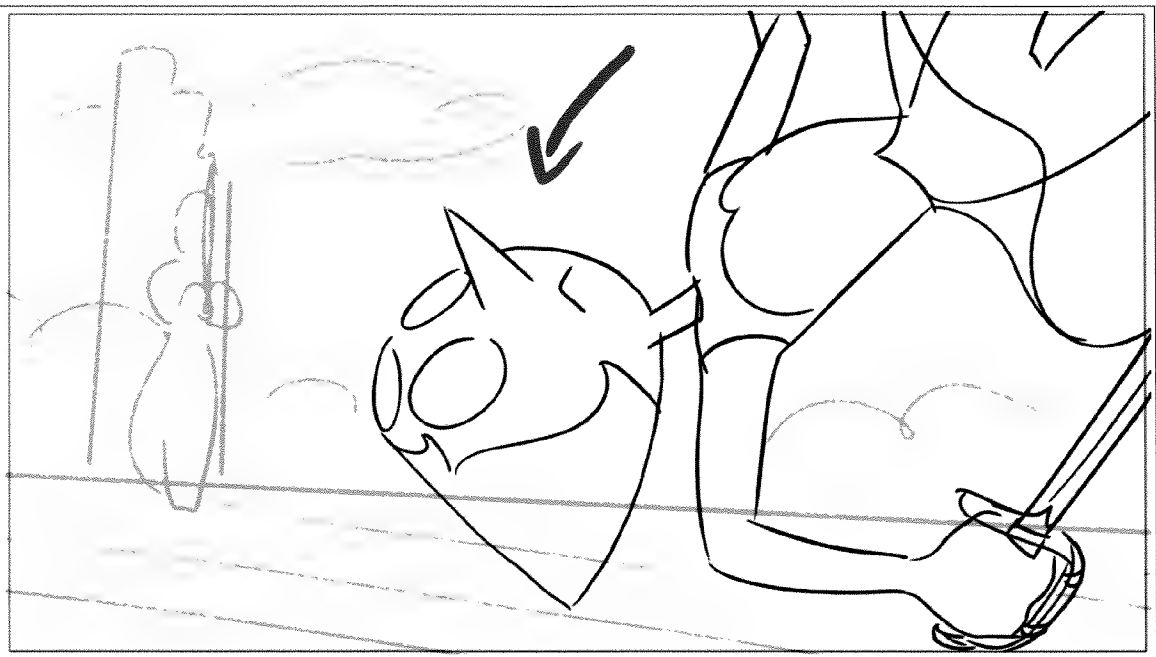
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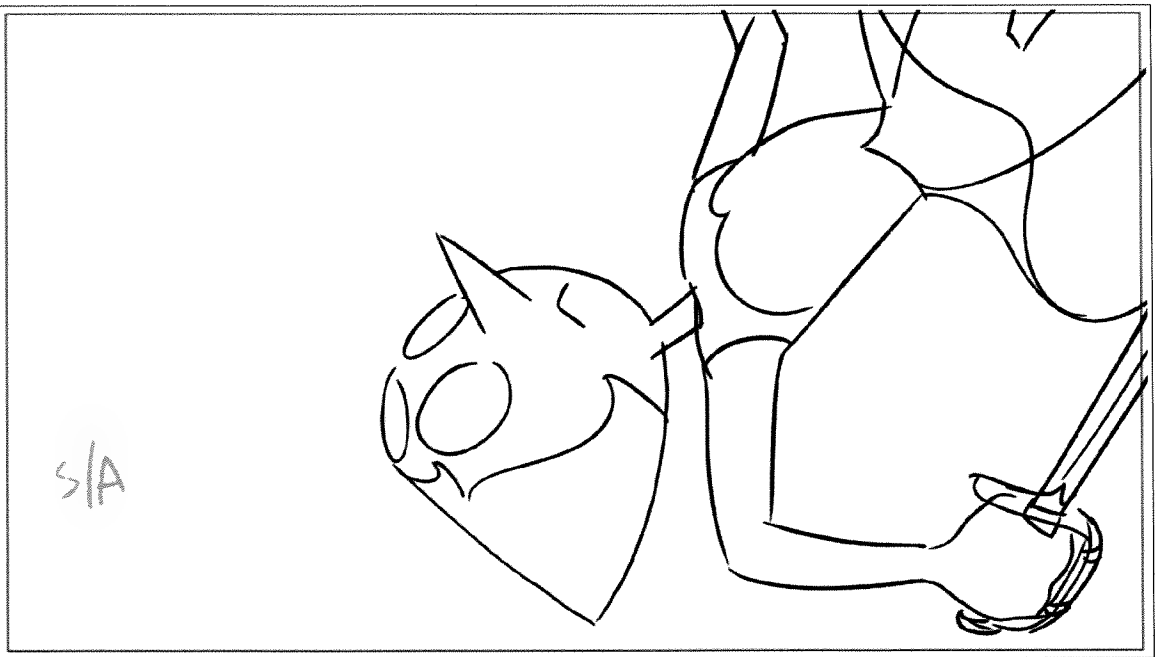
Scene	Panel
59	1



Action Notes
Slow-motion.
Holo-Pearl spins counter clock-wise.

Slugging
0.08

Scene	Panel
59	2



Slugging
0.08

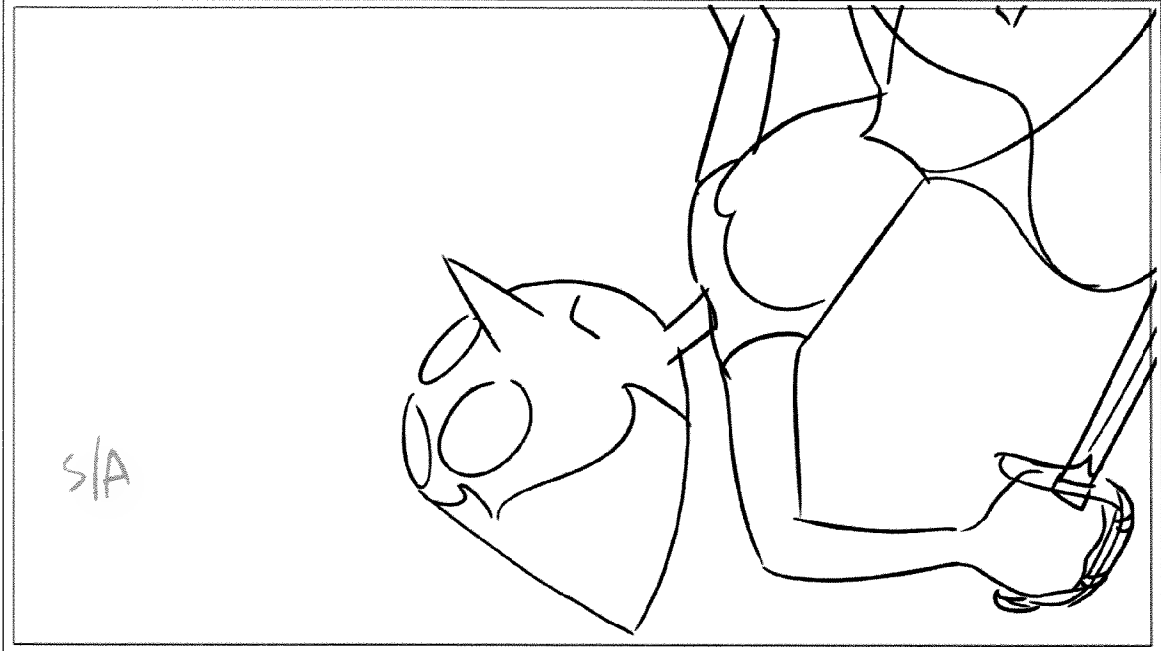
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1020.013

1020.013

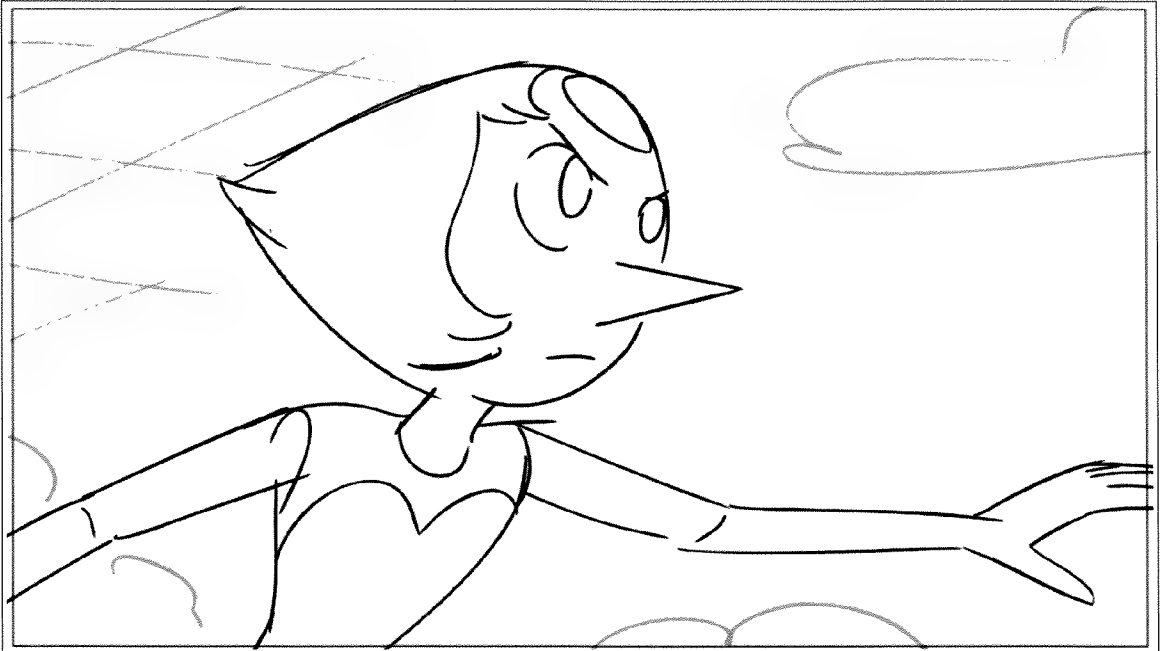
1020.013

Scene	Panel
59	cont 3



Slugging
0.08

Scene	Panel
60	1



Action Notes
Slight up shot on Pearl.

Slugging
0.12

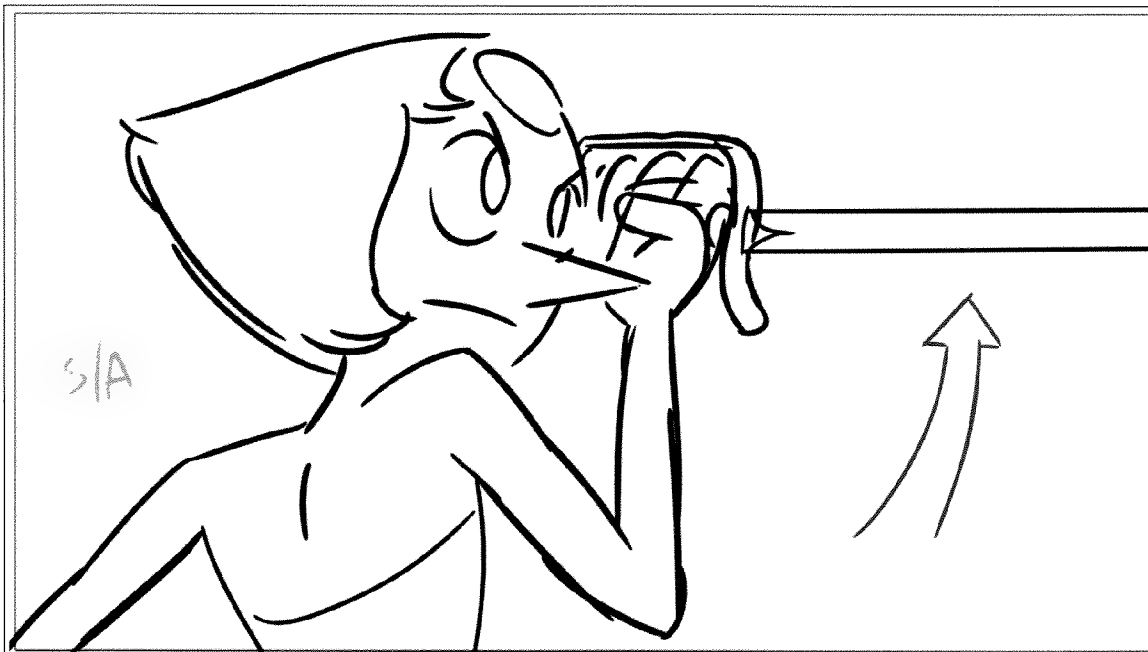
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1020.013

1020.013

Scene 60 Panel 2
CONT



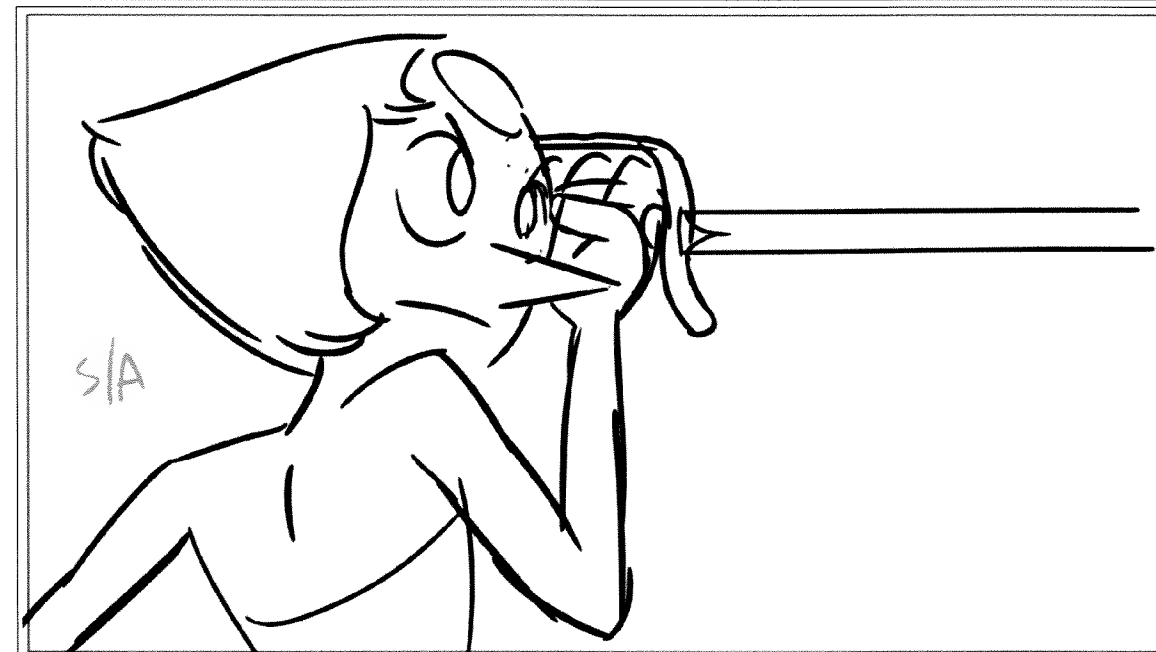
Action Notes

Pearl brings her sword UP from O/S bottom.

Slugging

0.06

Scene 60 Panel 3
CONT



Action Notes

Pearl pulls her sword back firmly - antic.

Slugging

0.12

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1020.013

1020.013

Scene	Panel
60	cont 4



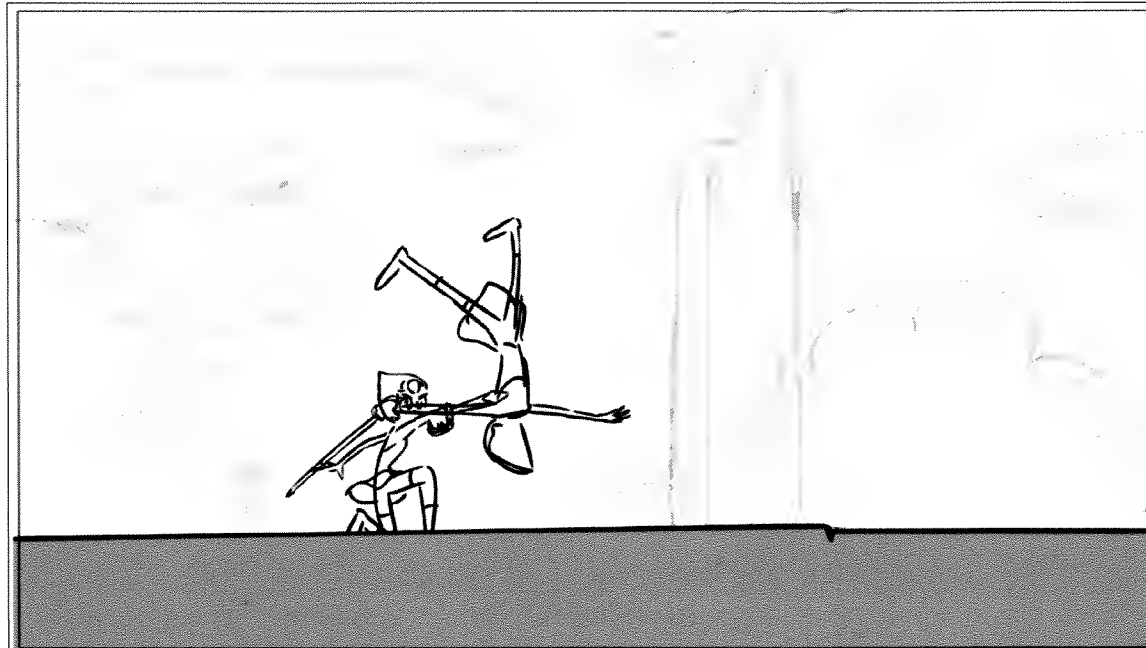
Action Notes

Pearl thrusts her sword forward O/S.

Slugging

0.06

Scene	Panel
61	1



Action Notes

Holo-Pearl is knocked back, Pearl and BG truck back at different rates, Foreground element pans quickly.

Slugging

0.04

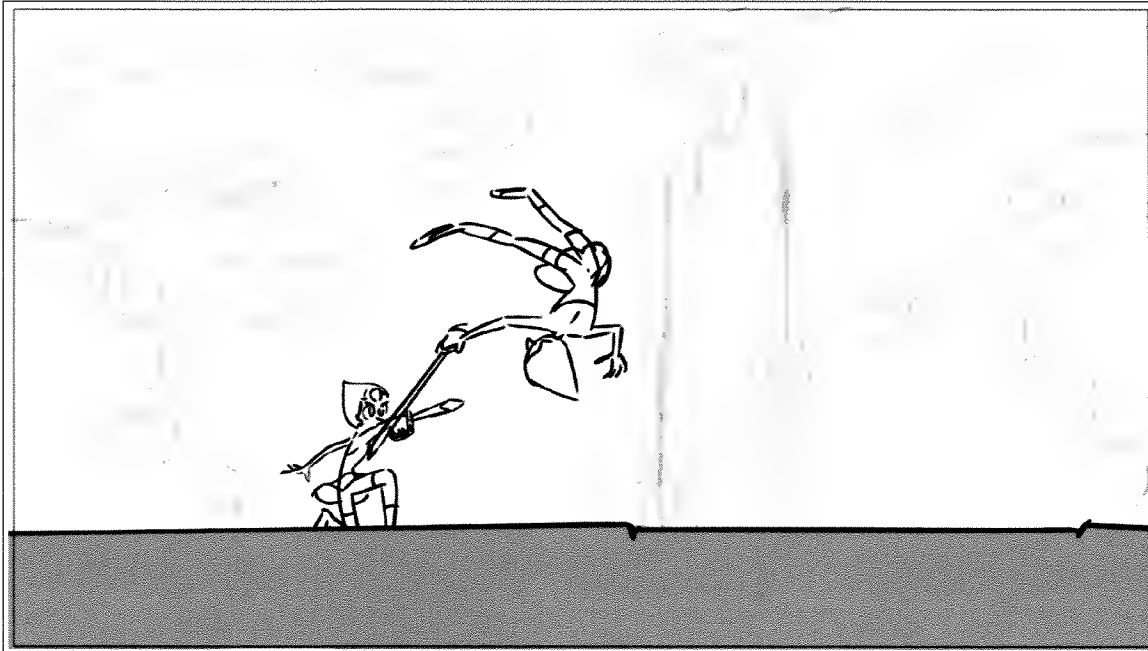
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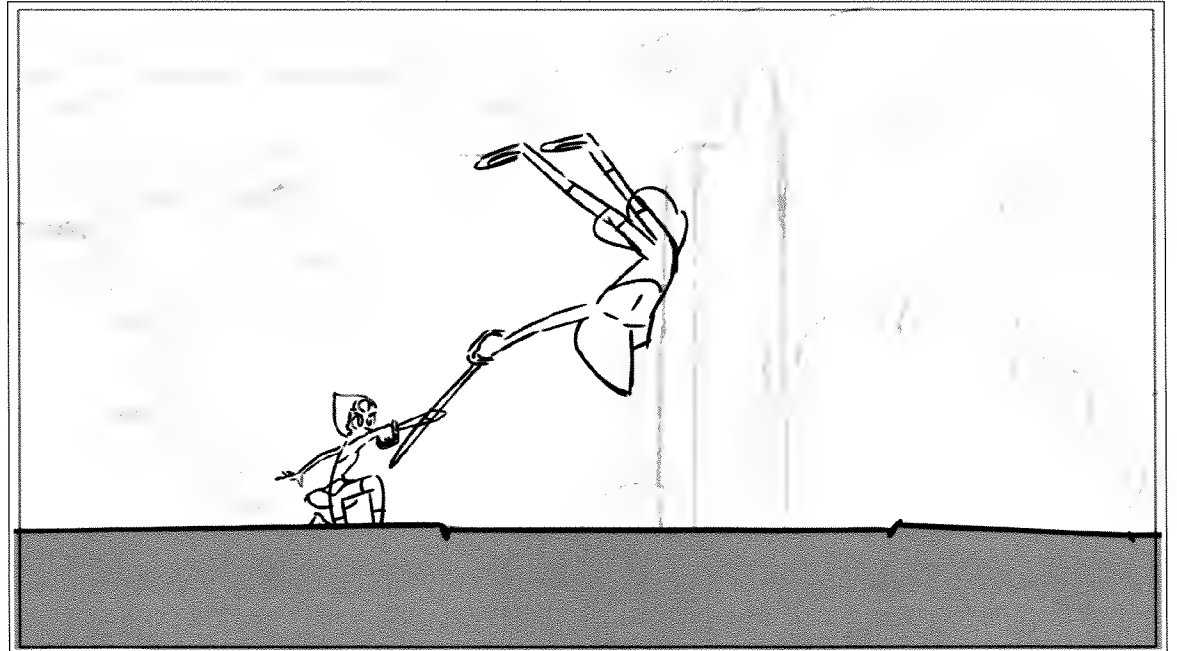
1020.013

Scene	Panel
61	<i>CONT</i>
	2



Slugging
0.04

Scene	Panel
61	<i>CONT</i>
	3



Slugging
0.04

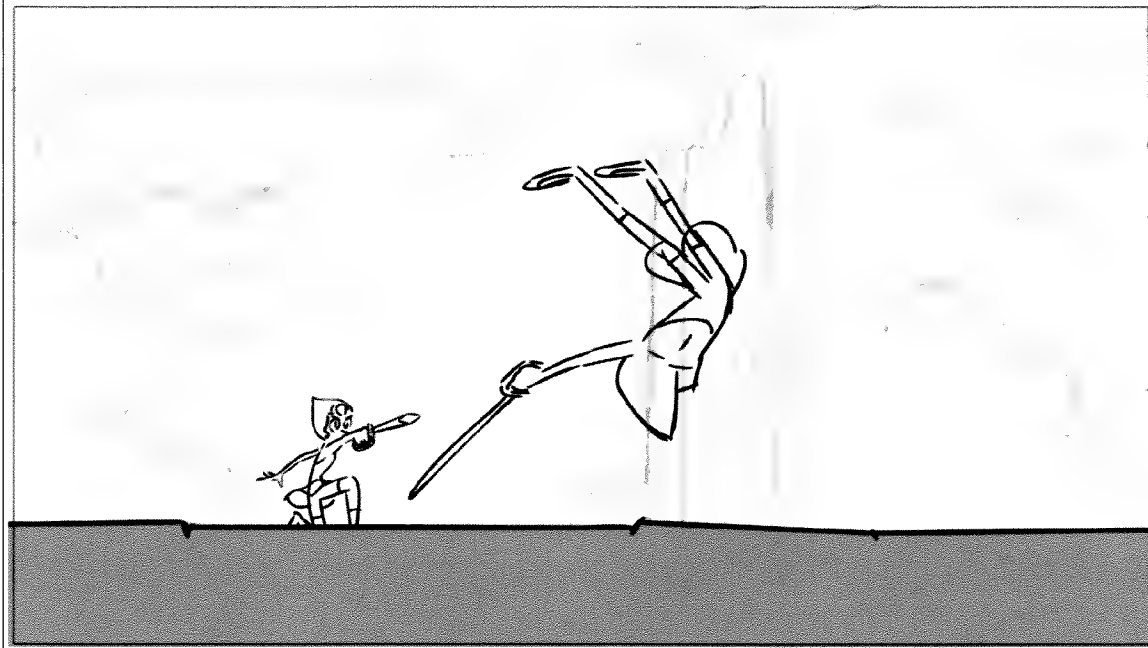
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1020.013

1020.013

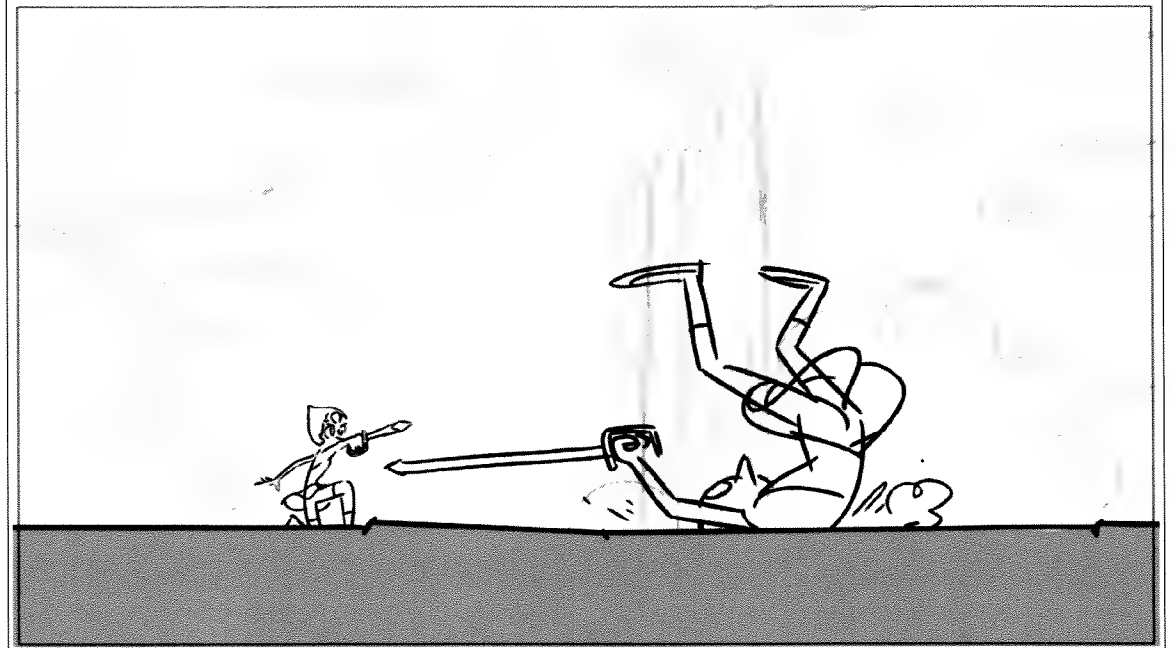
1020.013

Scene	Panel	
61	CONT	4



Slugging
0.04

Scene	Panel	
61	CONT	5



Action Notes
Holo-Pearl hits the floor - starts to roll.

Slugging
0.04

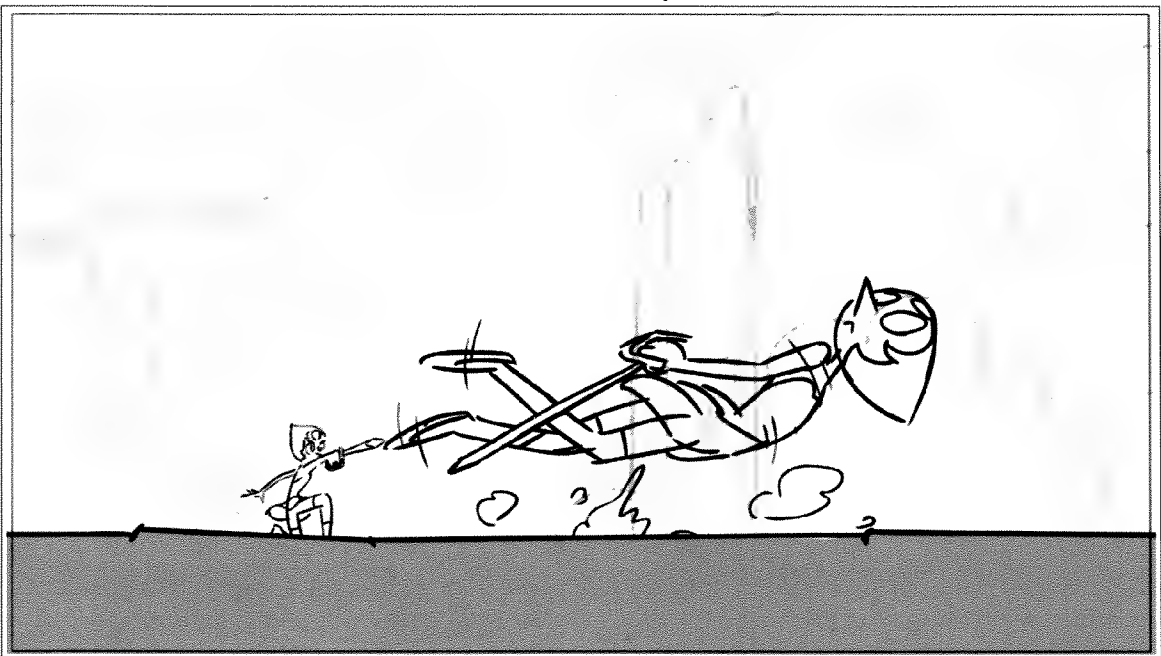
AUG 06 2013

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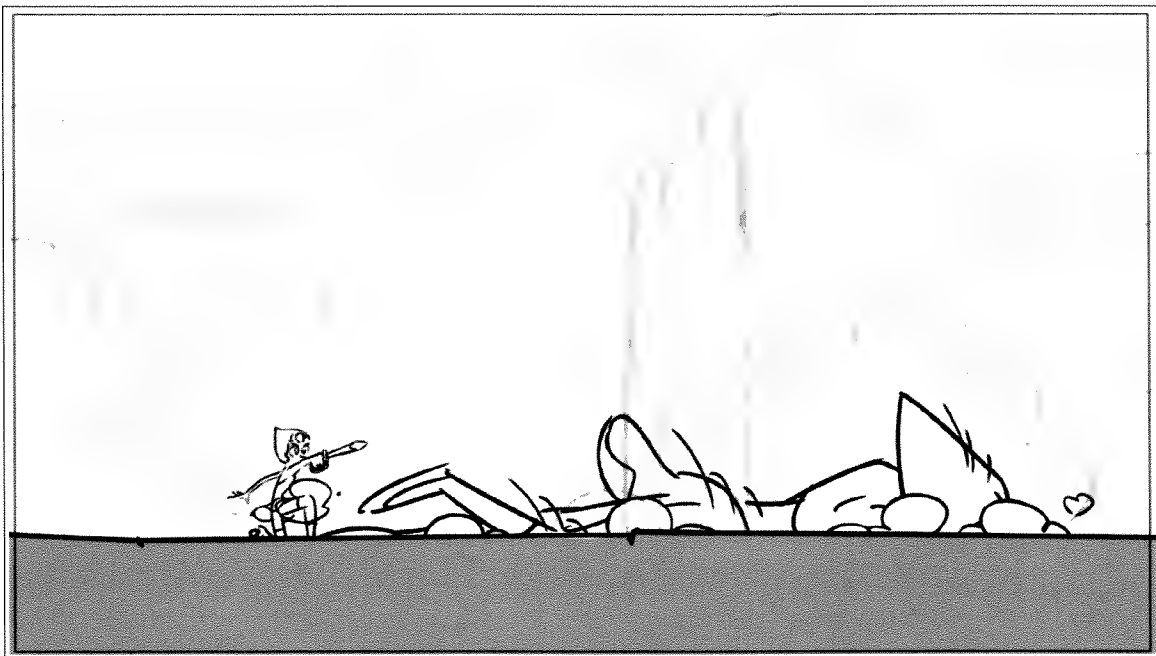
1020-013

Scene	Panel	
61	<i>CONT</i>	6



Slugging
0.06

Scene	Panel	
61	<i>CONT</i>	7



Slugging
0.04

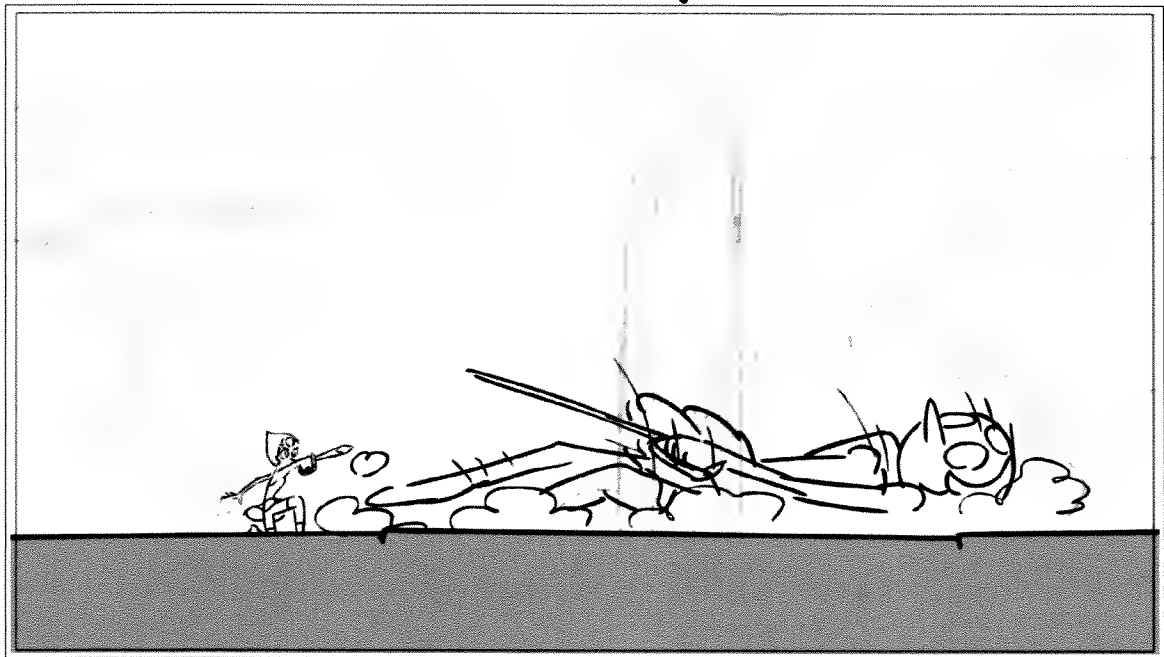
AUG 06 2013

1020.013

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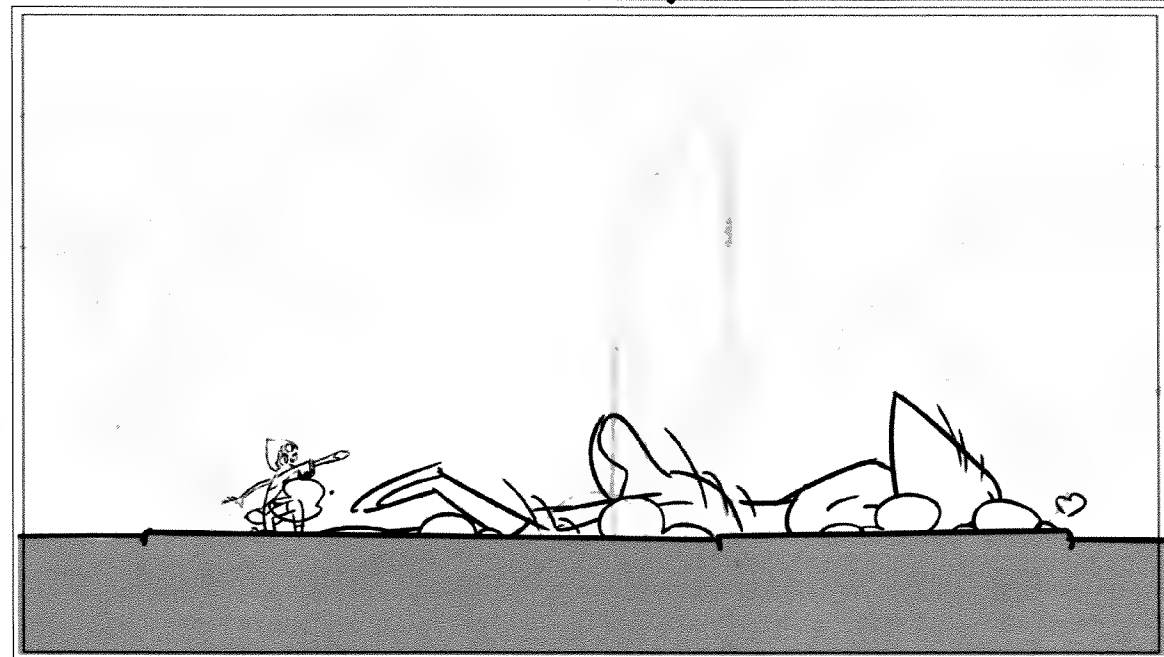
1020.113

Scene	Panel
61	cont
8	



Slugging
0.04

Scene	Panel
61	cont
9	



Slugging
0.04

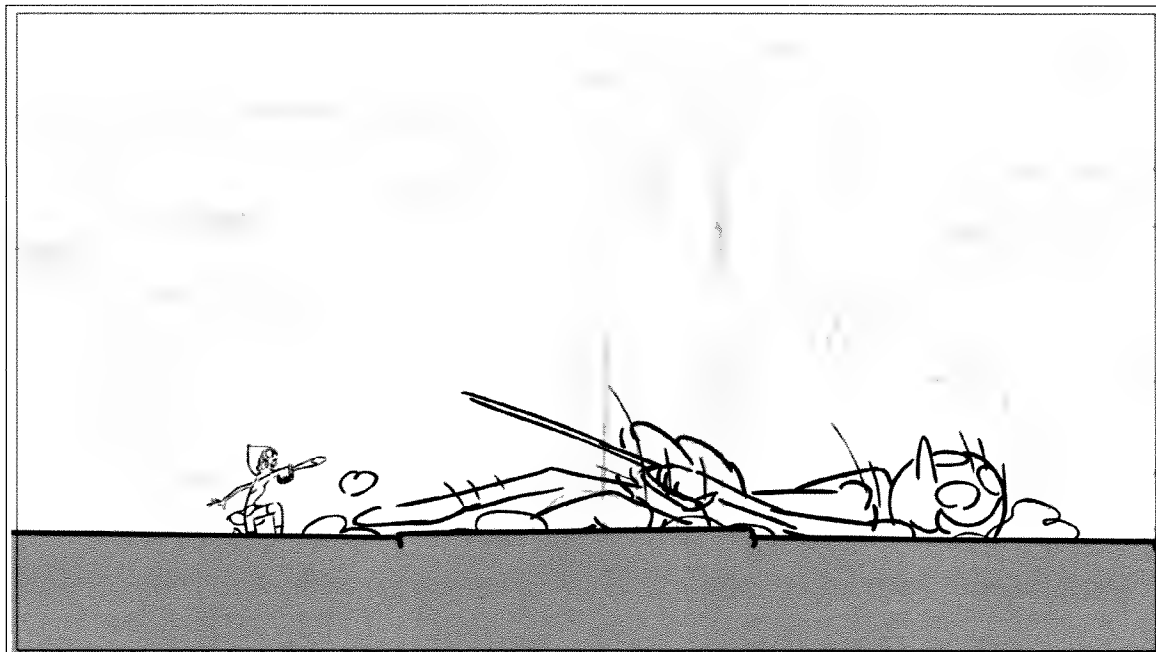
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1020.013

1020.013

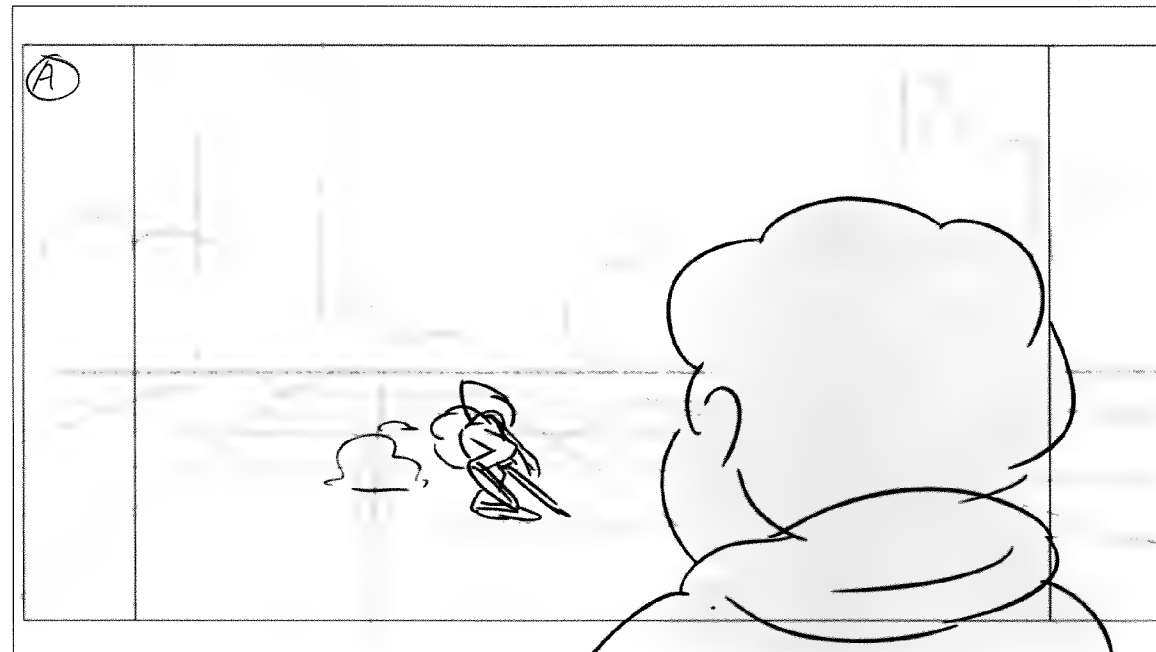
1020.013

Scene	Panel
61	10



Slugging
0.04

Scene	Panel
62	1



Action Notes
Steven watches her roll by.
Holo-Pearl kicks up dust where she rolls.
Camera ADJ *EAST* towards screen left through whole scene.

Slugging
ADJ: 0.08
Total ADJ frames panels 1 to 5 = 2.00

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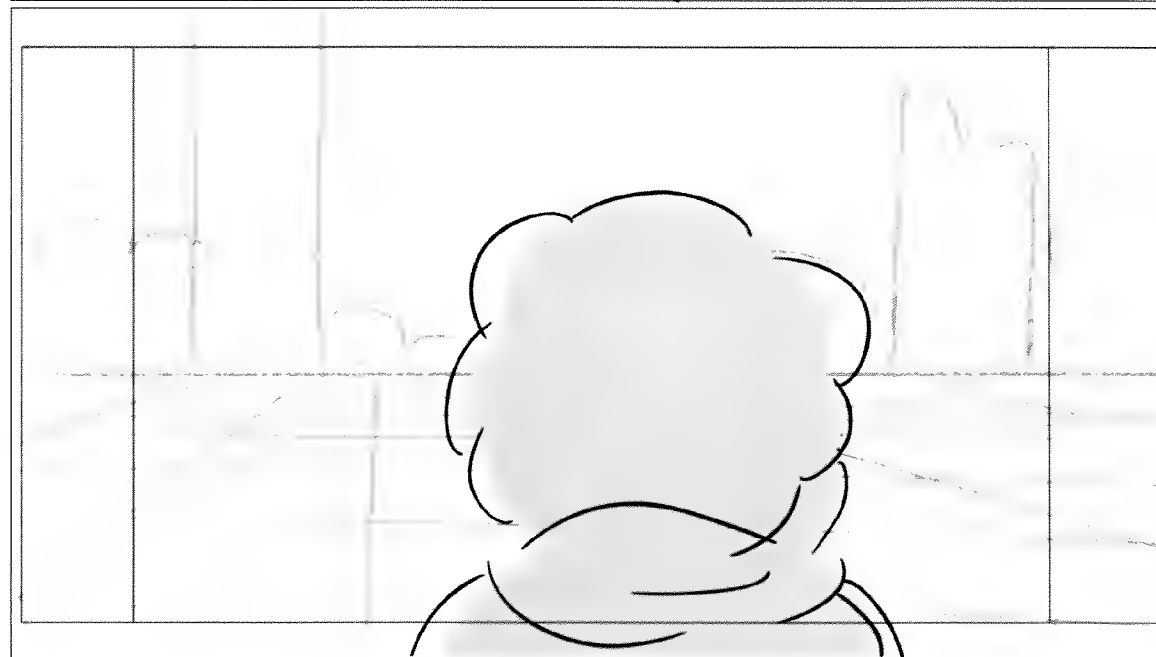
1020-013

1020-013

1020-013

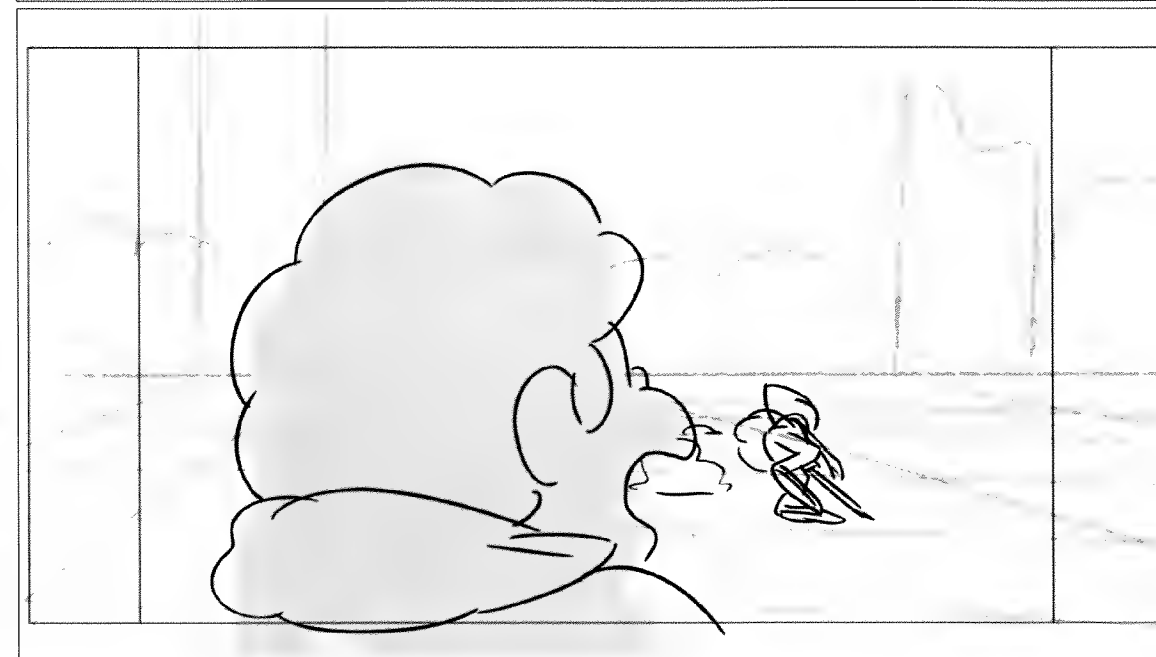


Scene	Panel
62	<i>CONT</i>
2	



Slugging
ADJ: 0.06

Scene	Panel
62	<i>CONT</i>
3	



Slugging
ADJ: 0.06

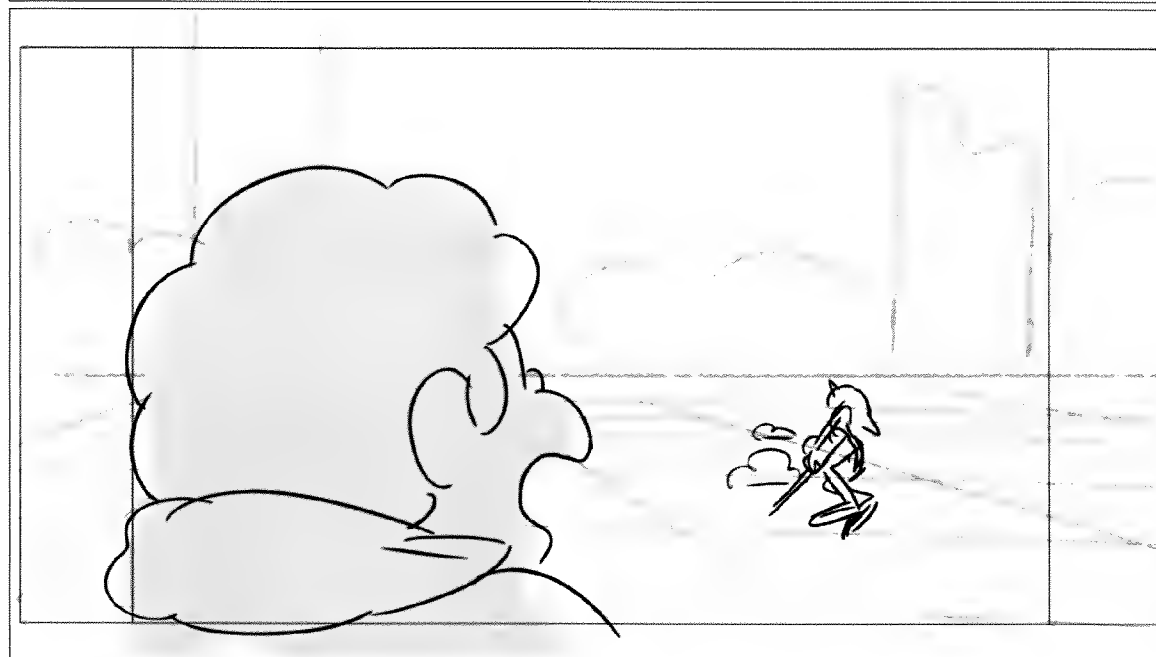
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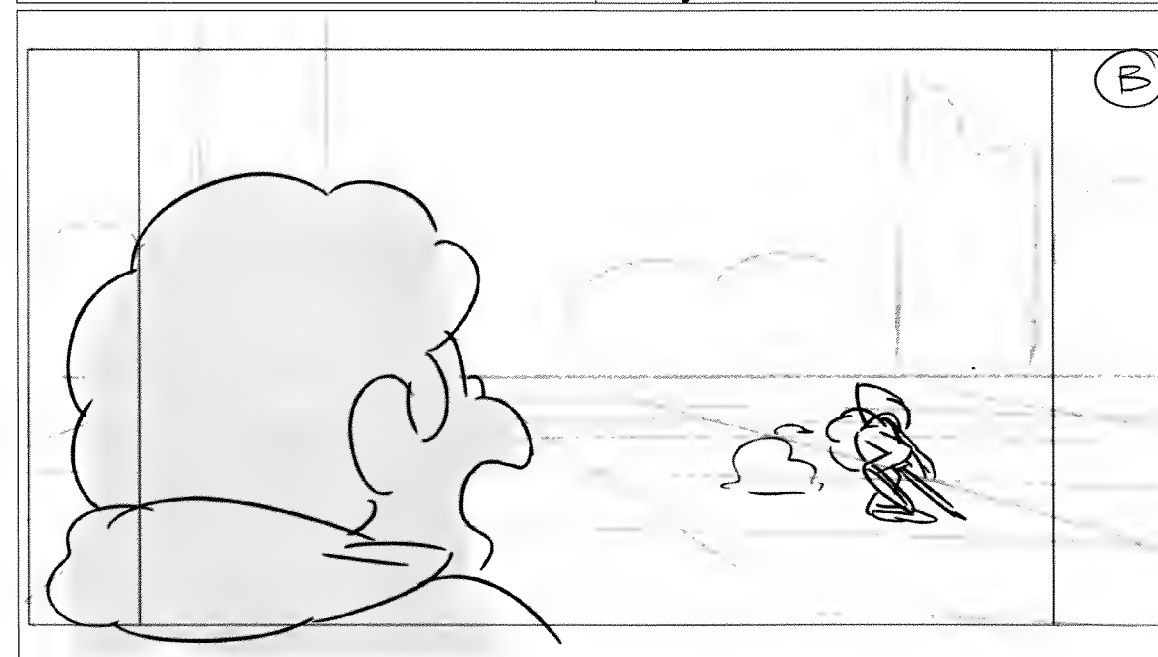
1020.013

Scene 62 Panel 4
CONT



Slugging
ADJ: 0.06

Scene 62 Panel 5
CONT



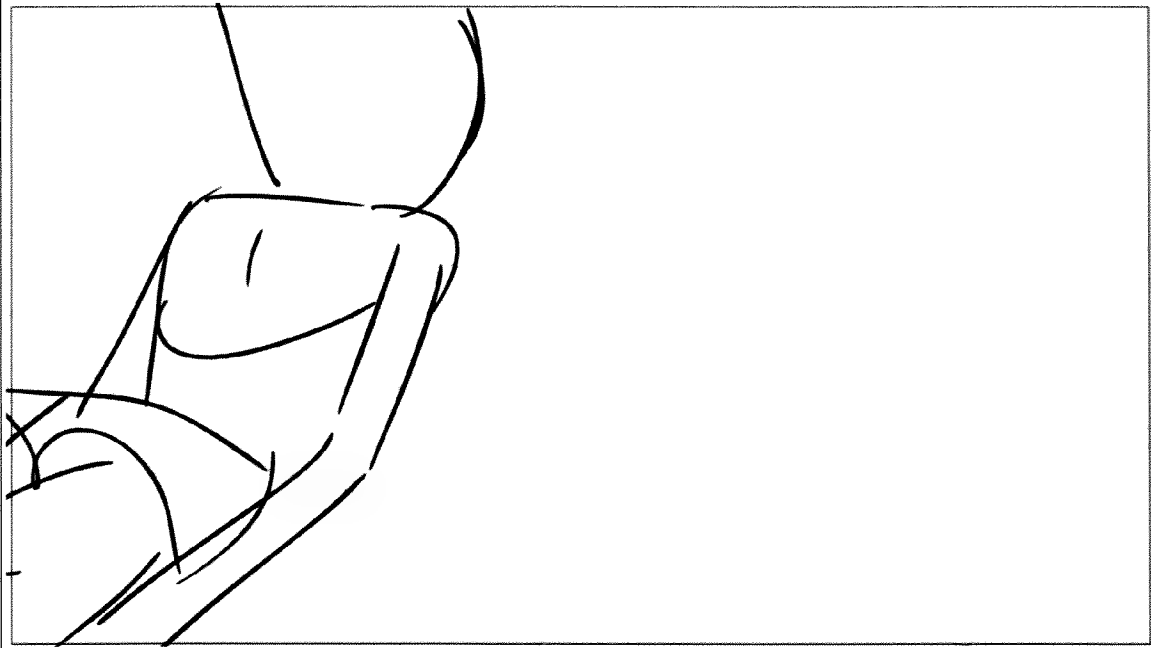
Slugging
ADJ: 0.06

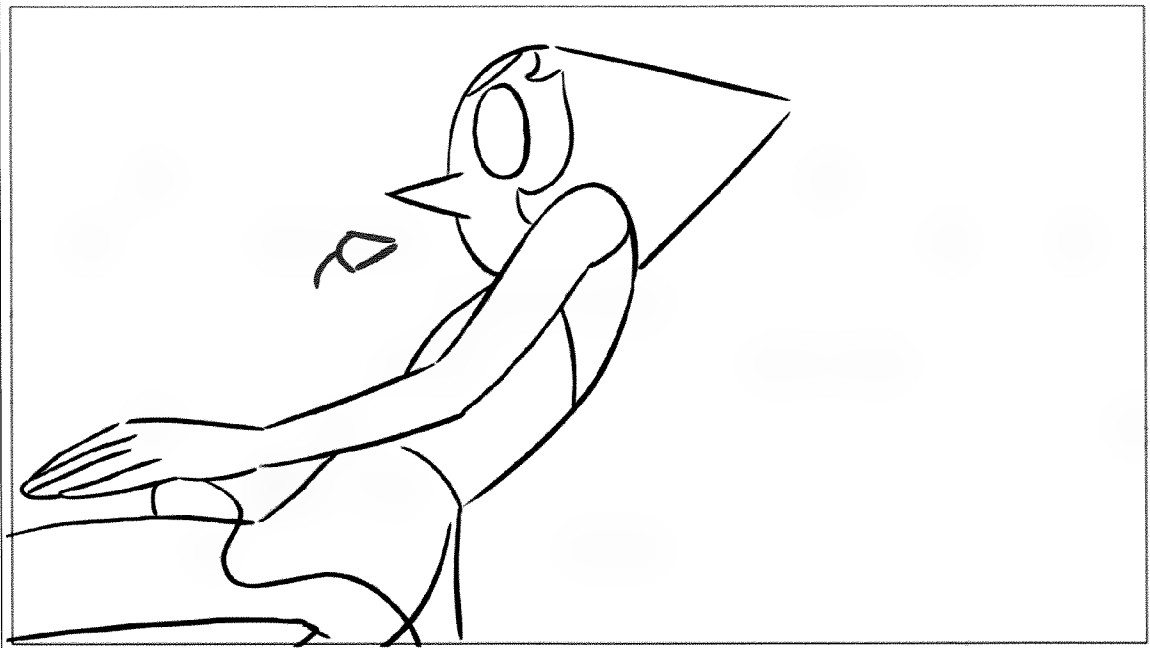
CAM ADJUST TO POS (B)

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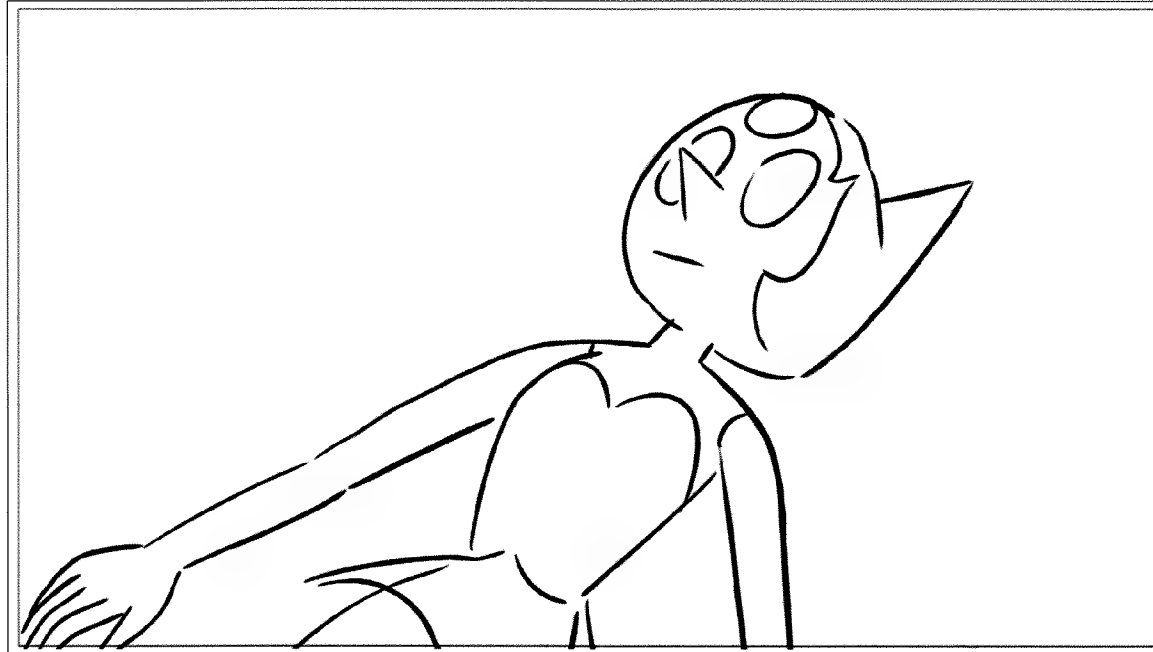
Scene	63	Panel	1
			
<p>Action Notes</p> <p>Holo-Pearl rolling.</p>			
<p>Slugging</p> <p>0.08</p>			

Scene	63	Panel	2
			
<p>Slugging</p> <p>0.10</p>			
<p>AUG 08 2012</p>			

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Scene	Panel
63	CONT 3



Slugging
1.05

Scene	Panel
63	CONT 4



Action Notes
Holo-Pearl Shorts out for a moment.

Slugging
0.09

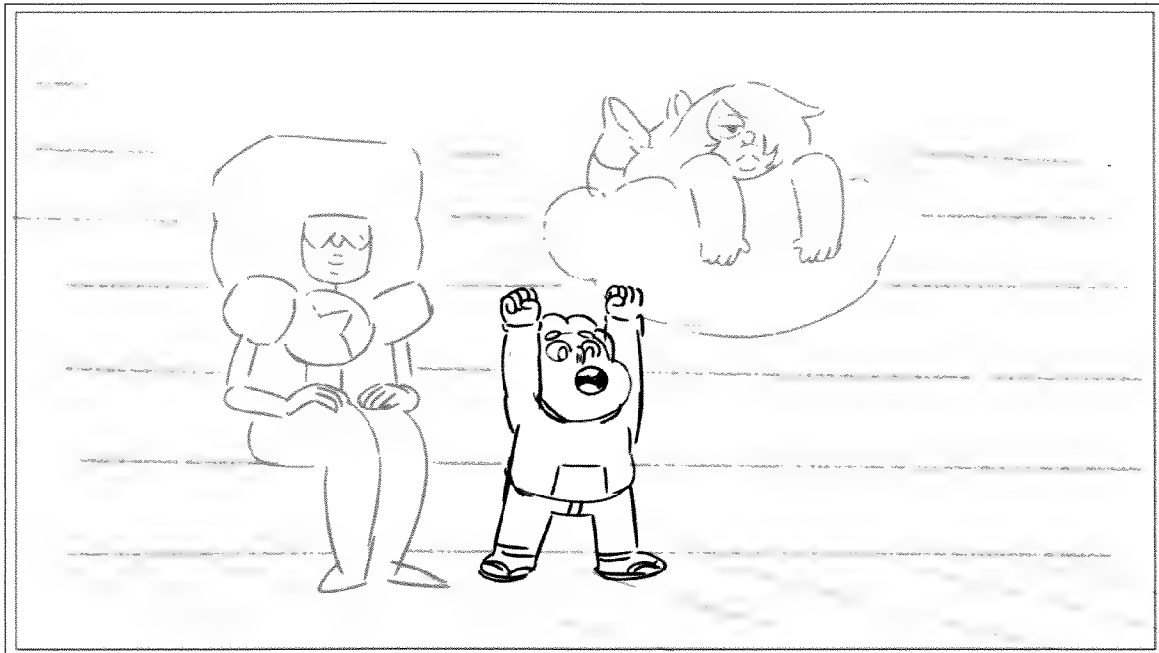
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1020.013

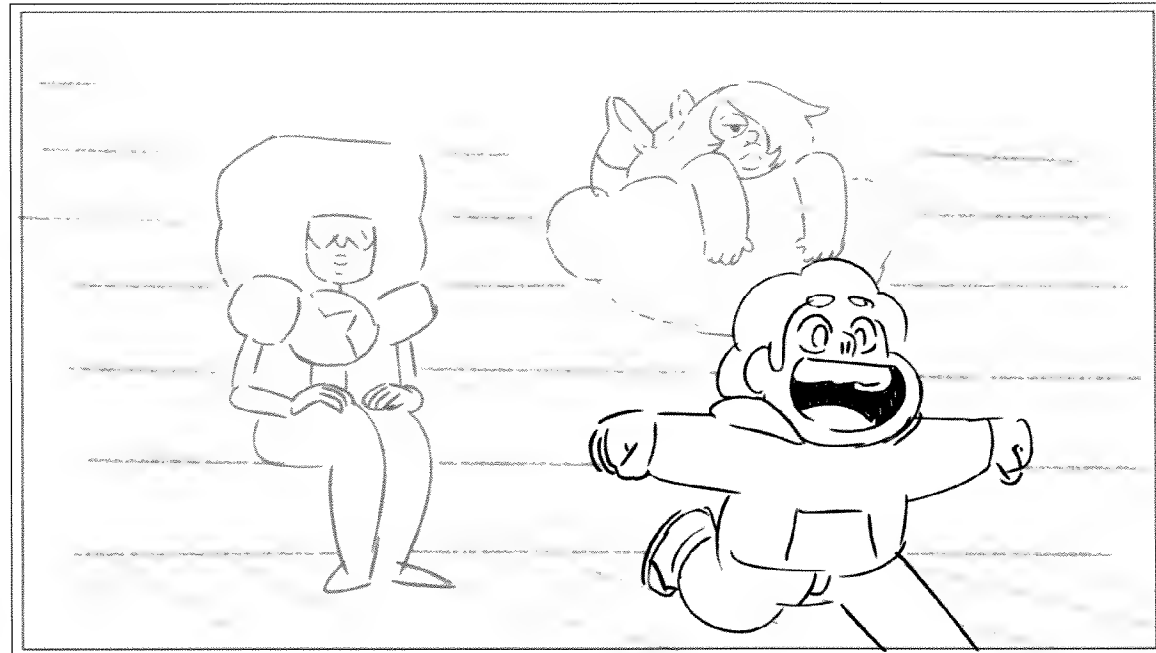
Scene 64 Panel 2
CONT



Dialogue

STEVEN: WOOOOOOOOOOH!!

Scene 64 Panel 3
CONT



Dialogue

STEVEN: YAAAY PEARL!

Action Notes

Steven runs forward towards Pearl O/S.

Slugging

2.10

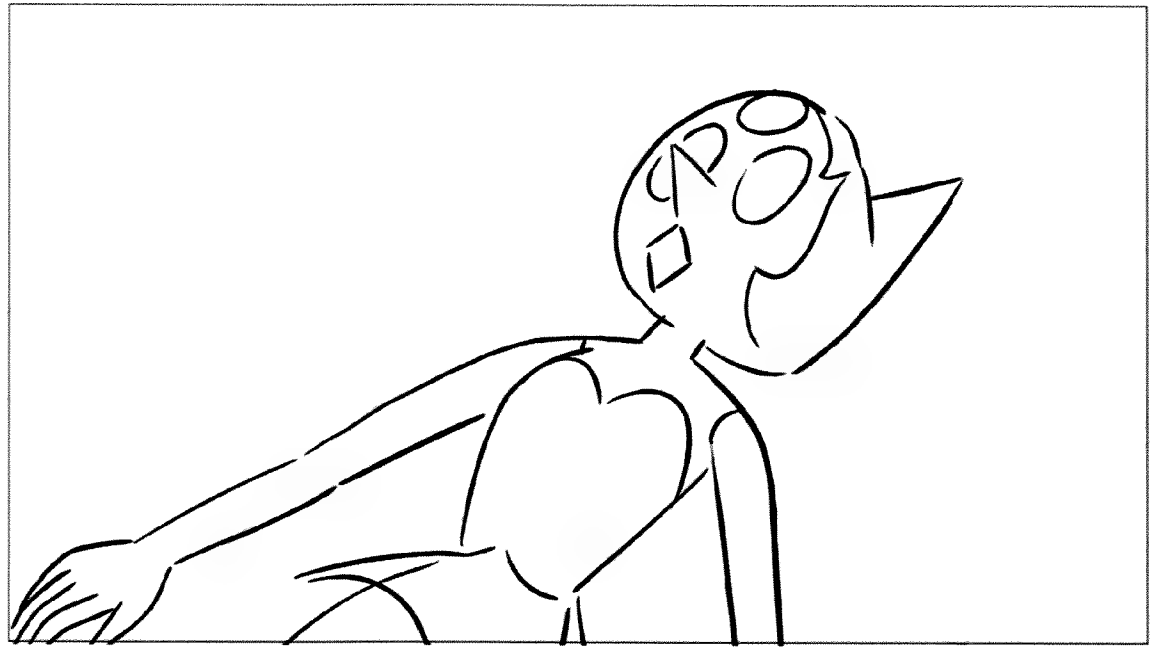
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1020.013

1020.013

Scene	Panel
63	5

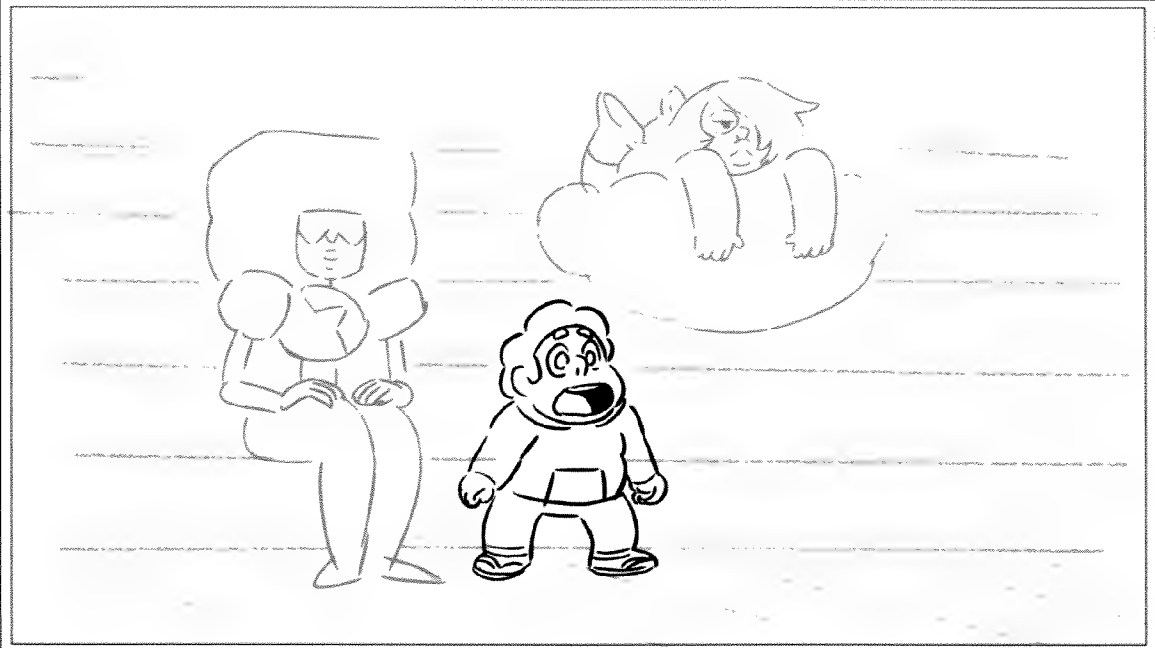


Dialogue
HP: Match set, Challenger wins!

Action Notes
holo-pearl eyes go back to normal

Slugging
3.08

Scene	Panel
64	1



Action Notes
START POSE

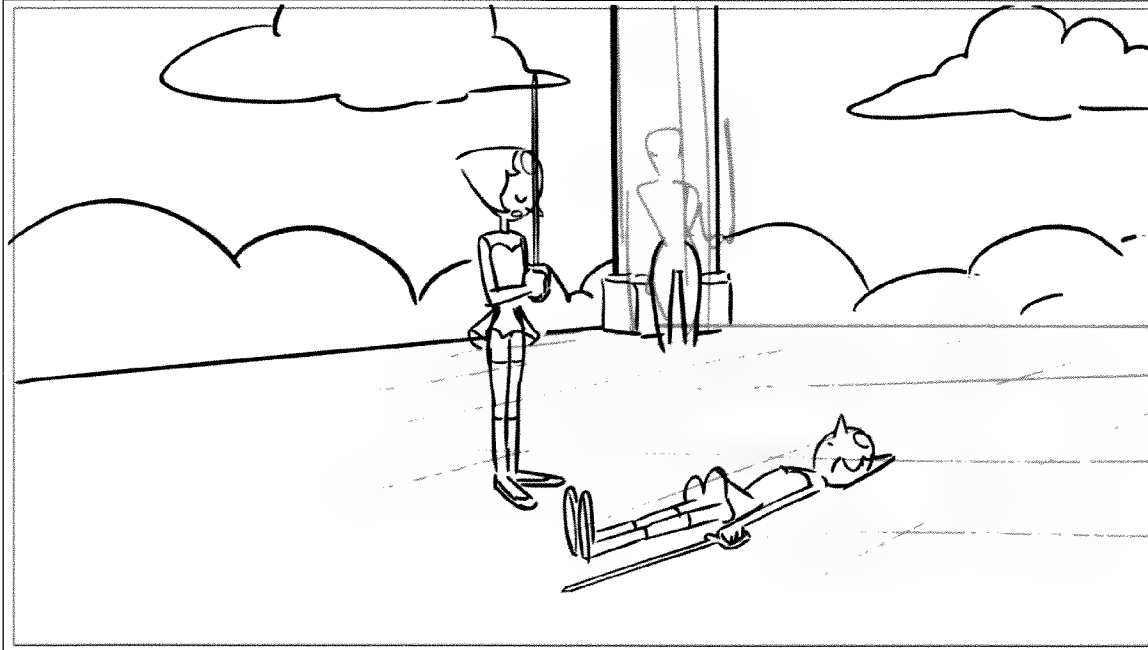
Slugging
Panels 1 + 2 = 1.07

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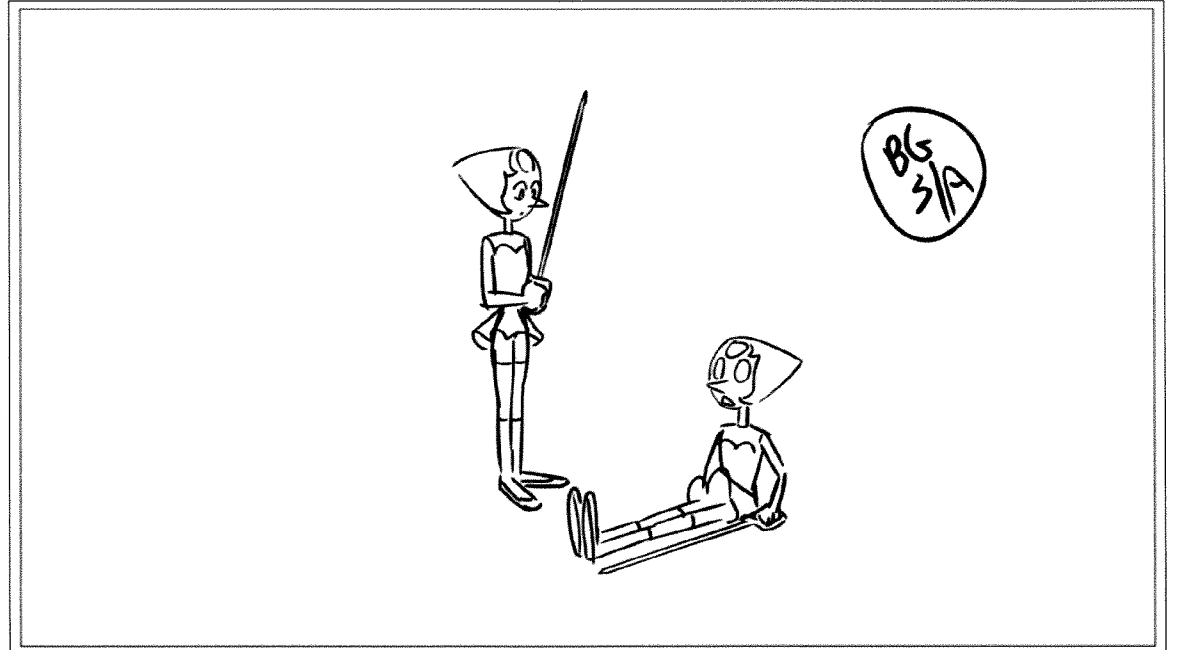
Scene	Panel
65	1



Dialogue
PEARL: You were a worthy opponent.

Slugging
3.00

Scene	Panel
65	2



Dialogue
HP: Do you wish to battle again?

Action Notes
Holo-Pearl sits up.

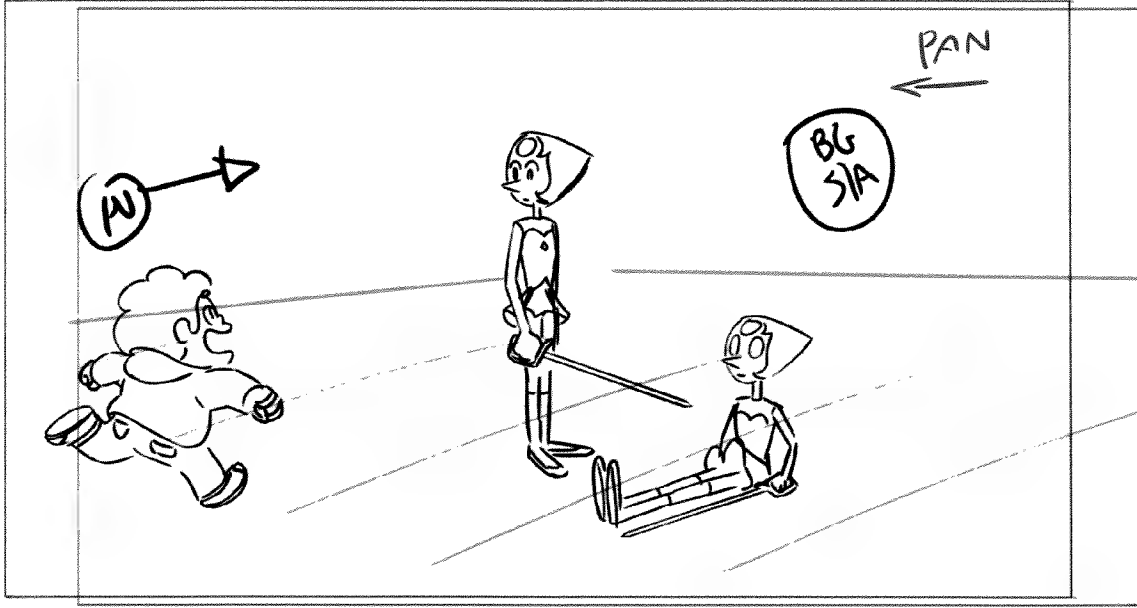
Slugging
3.00

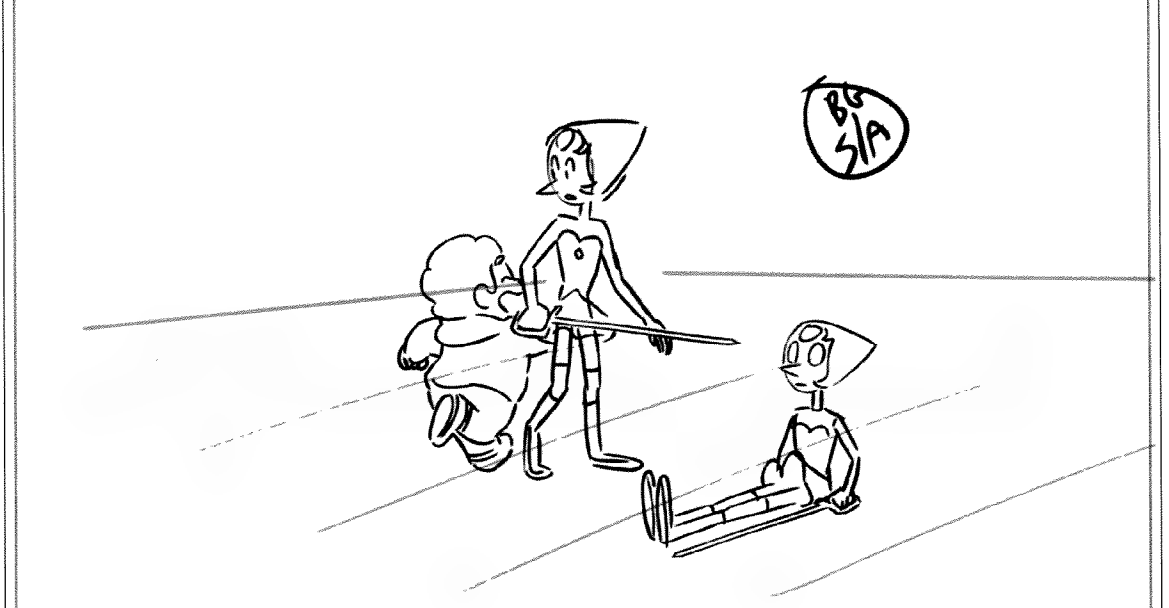
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1020-013

Scene	Panel	
65	CONT	3
		
Dialogue STEVEN: PEARL!		
Action Notes Camera ADJ West - as Steven runs in.		
Slugging ADJ: 0.06 Then HOLD: 1.07		

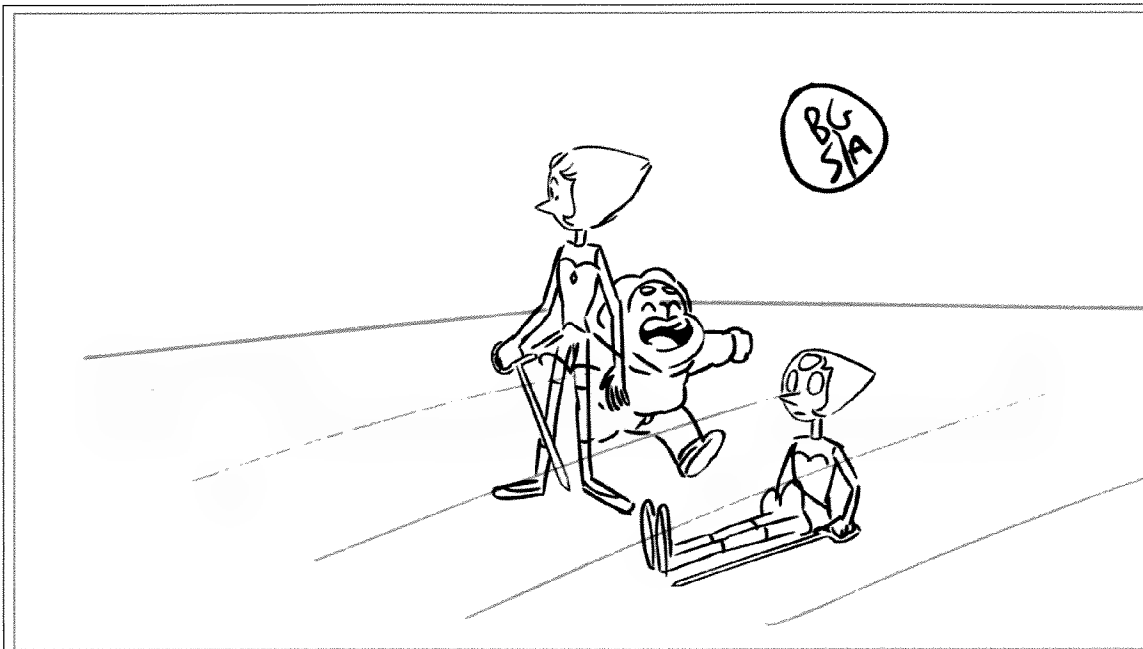
Scene	Panel	
65	CONT	4
		
Dialogue STEVEN: That was...		
Action Notes Steven starts to run around Pearl.		
Slugging 1.00		
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1020-013

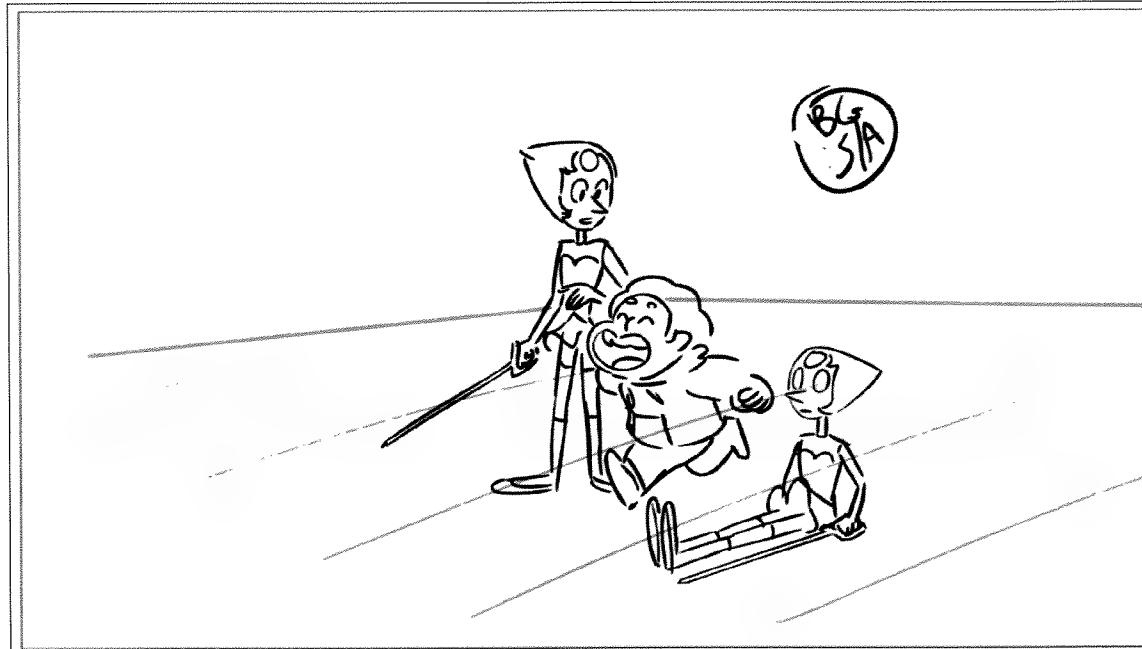
Scene 65 Panel 5
CONT



Dialogue
STEVEN: ...amazing!

Slugging
0.12

Scene 65 Panel 6
CONT



Slugging
0.14

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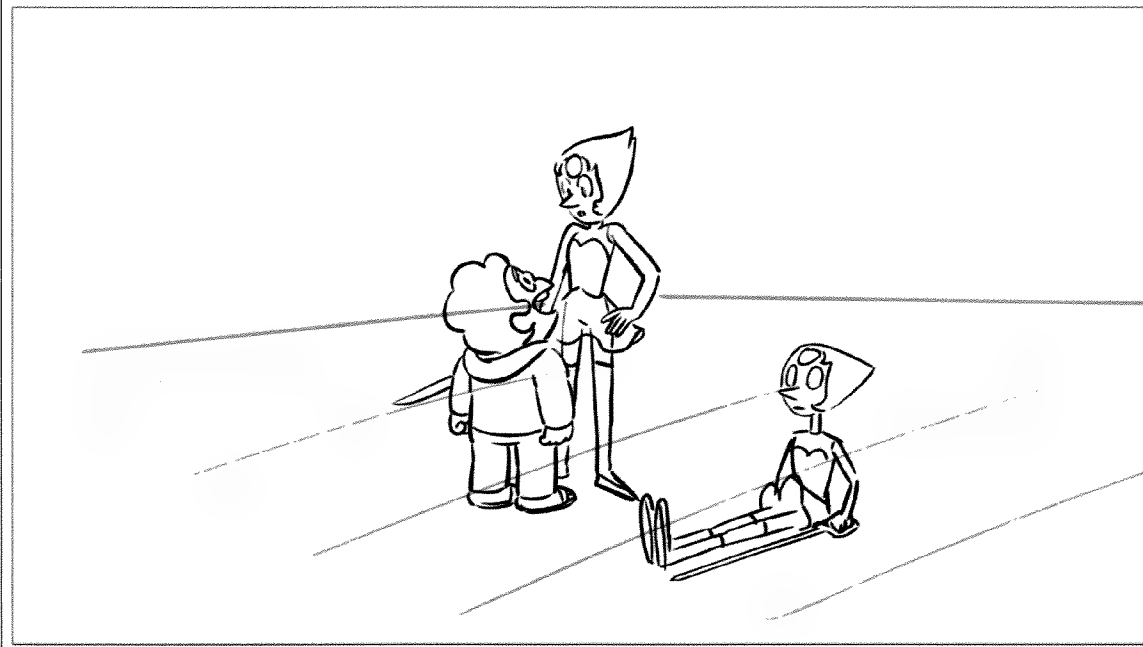
1020-013

1020-013

1020-013



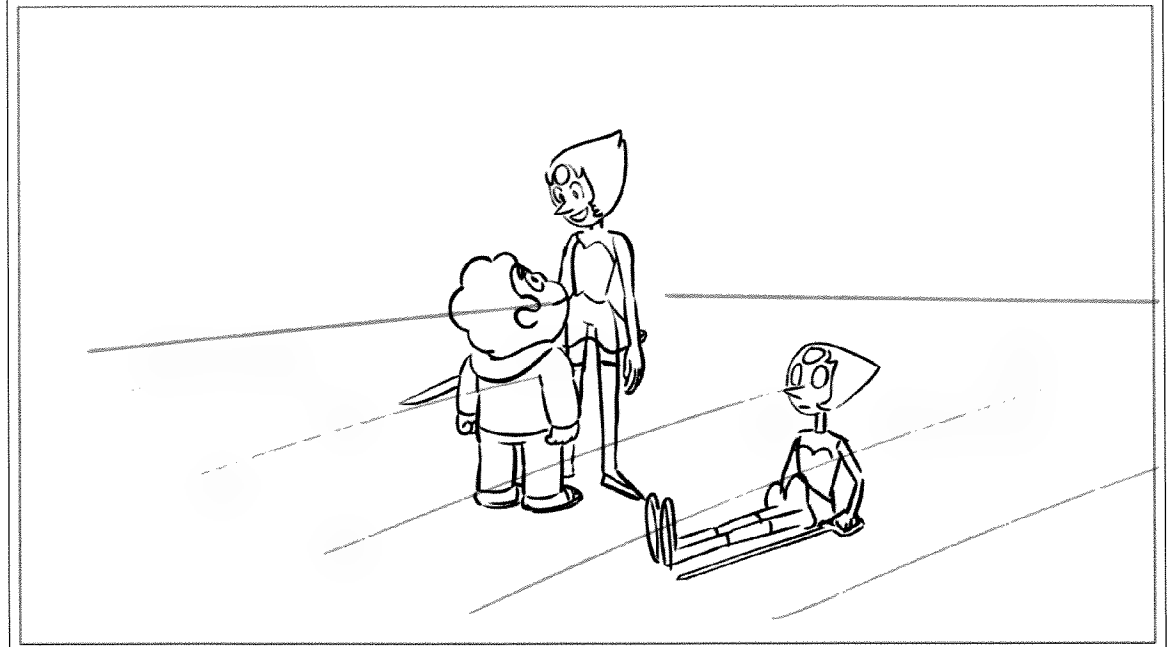
Scene	Panel	
65	<i>CONT</i>	7



Dialogue
STEVEN: You were soooo cool!

Slugging
1.09

Scene	Panel	
65	<i>CONT</i>	8



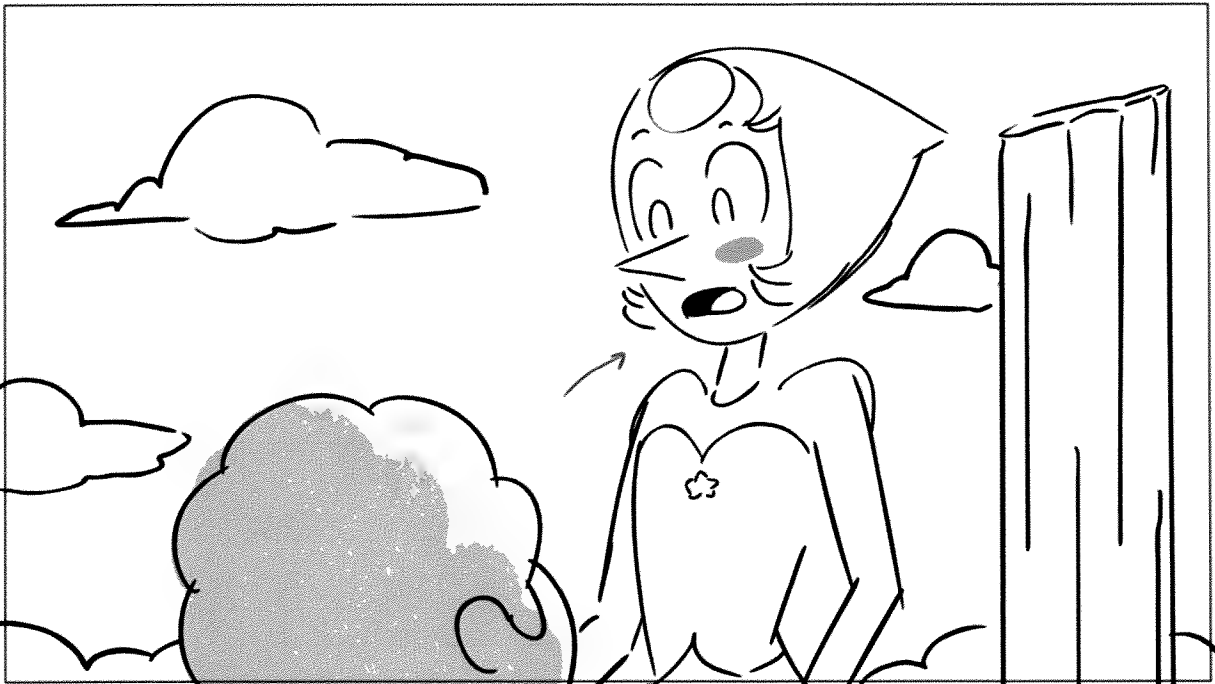
Slugging
0.09

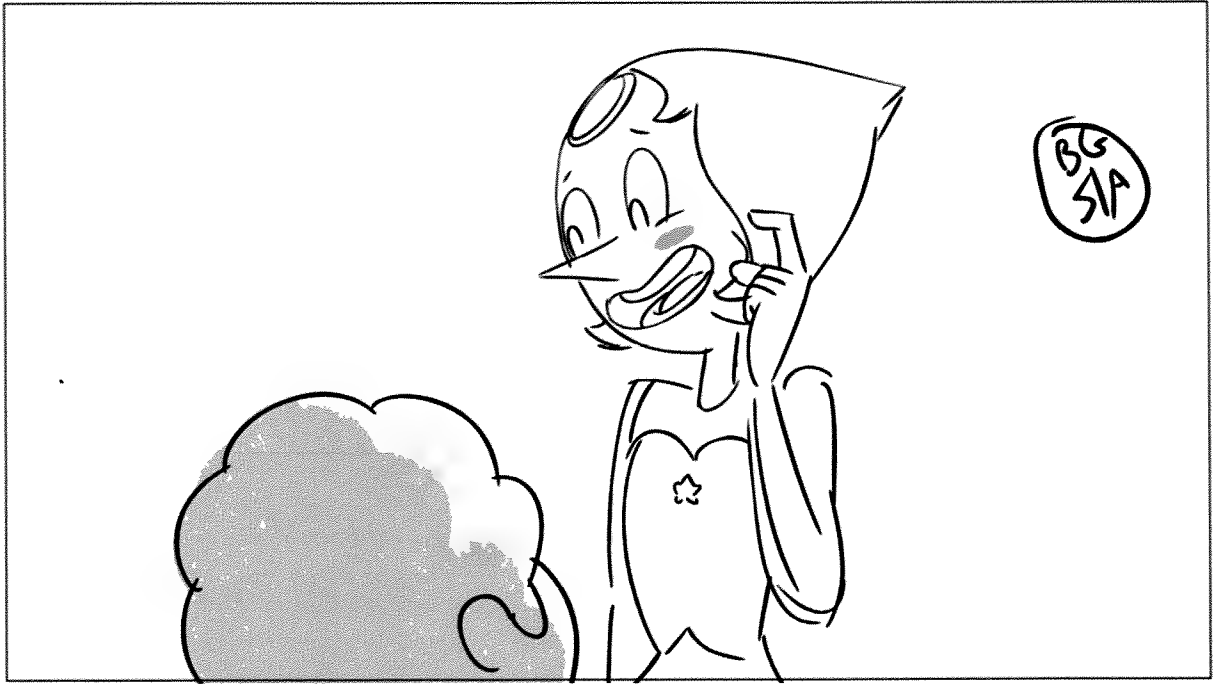
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1020-013

1020-013

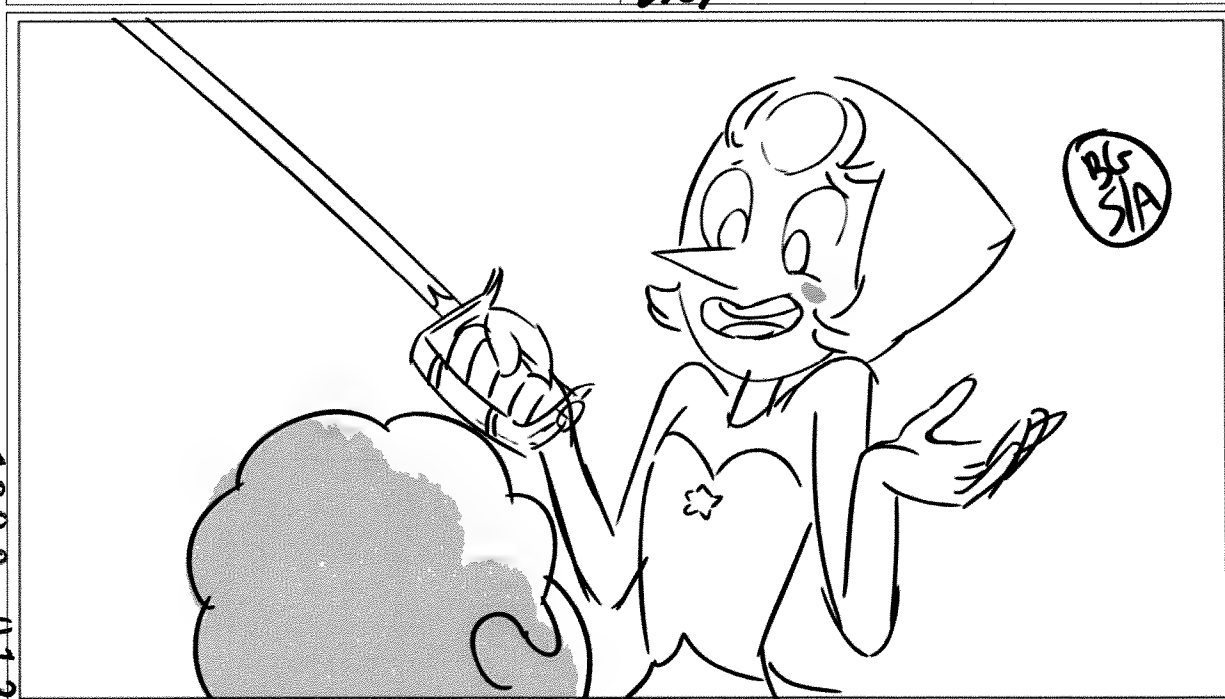
Scene	66	Panel	1
			
Dialogue PEARL: Oh!			
Action Notes Pearl is taken aback - she slightly leans back and blushes.			
Slugging 1.00			
Notes H/U Pearl to previous			

Scene	66	Panel	2
			
Dialogue PEARL: well...			
Action Notes Scratches her head twice.			
Slugging 1.03			
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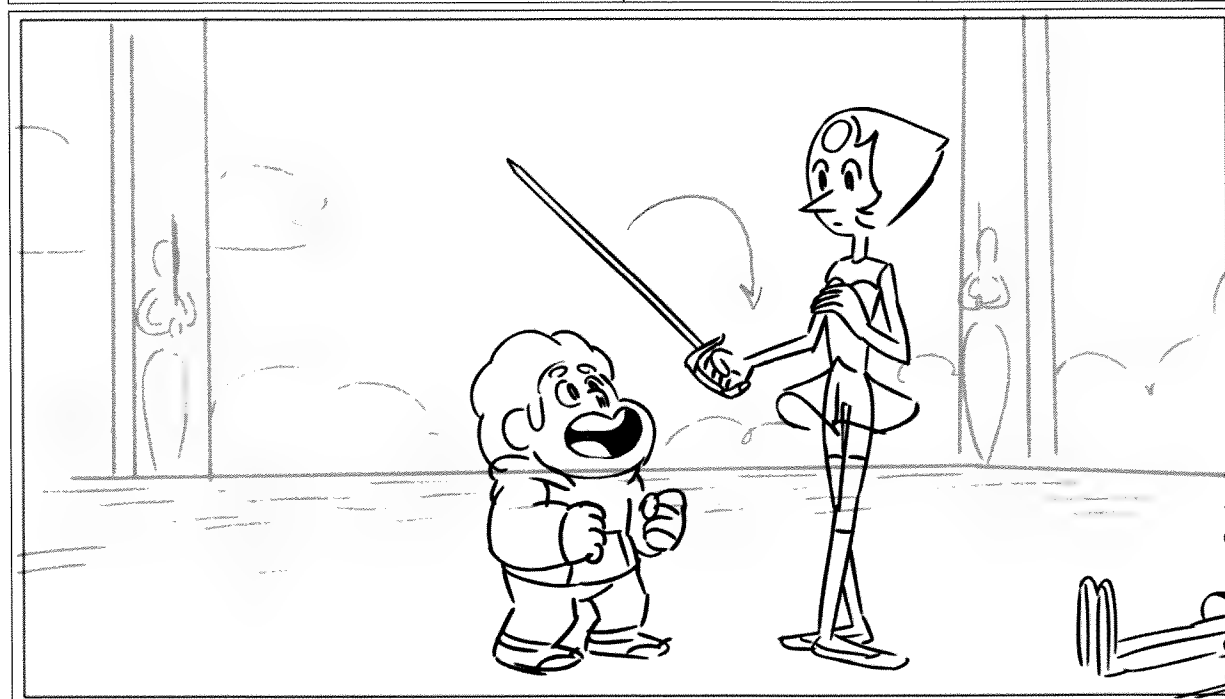
Scene	Panel
66	CONT



Dialogue
PEARL: ...one does try their best!

Slugging
2.13

Scene	Panel
67	1



Dialogue
STEVEN: Will...

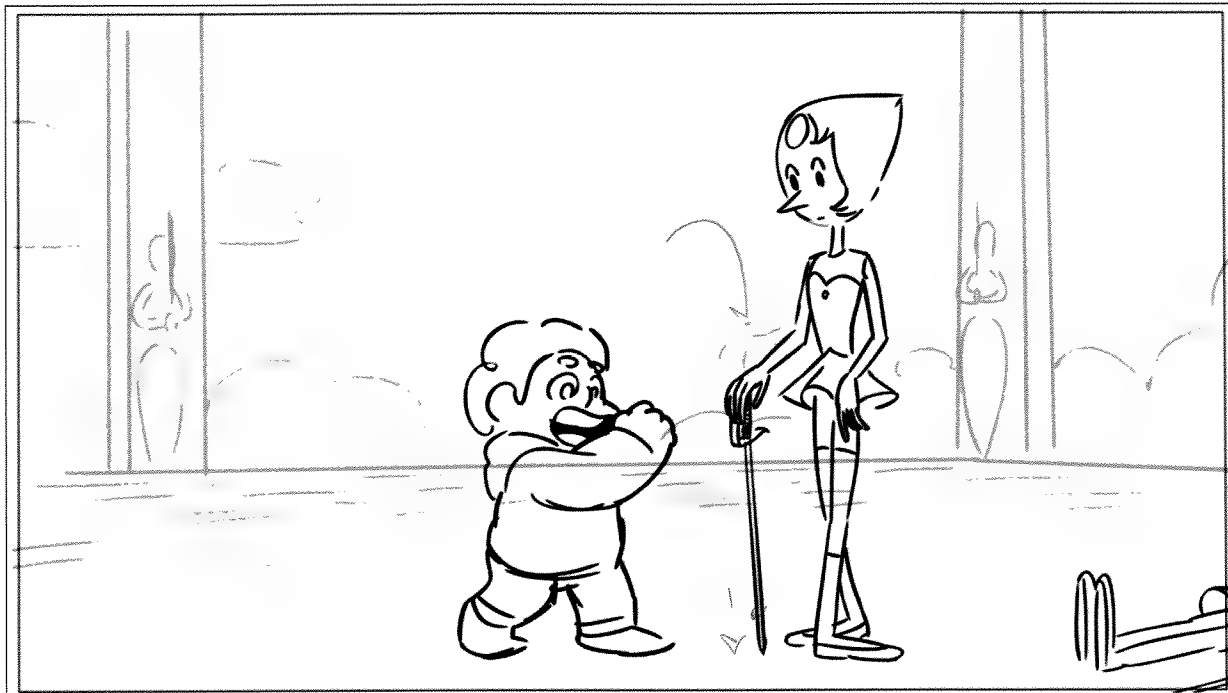
Slugging
0.08

Notes
Need H.U. Pearl to previous scene - hands up - Shoulders shrugged.

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Scene	Panel
67	CONT
	2



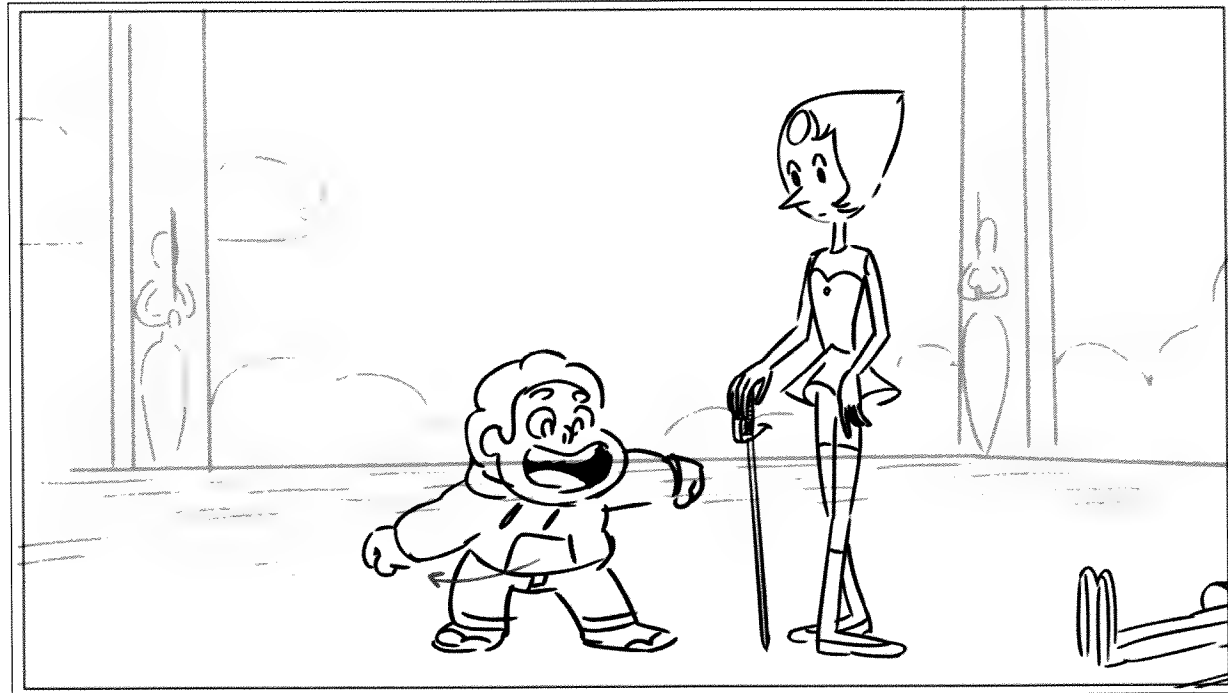
Dialogue

STEVEN: ...you teach...

Slugging

0.09

Scene	Panel
67	CONT
	3



Dialogue

STEVEN: ...me to sword...

Action Notes

Steven mimes sword moves exubrently.

Slugging

0.07

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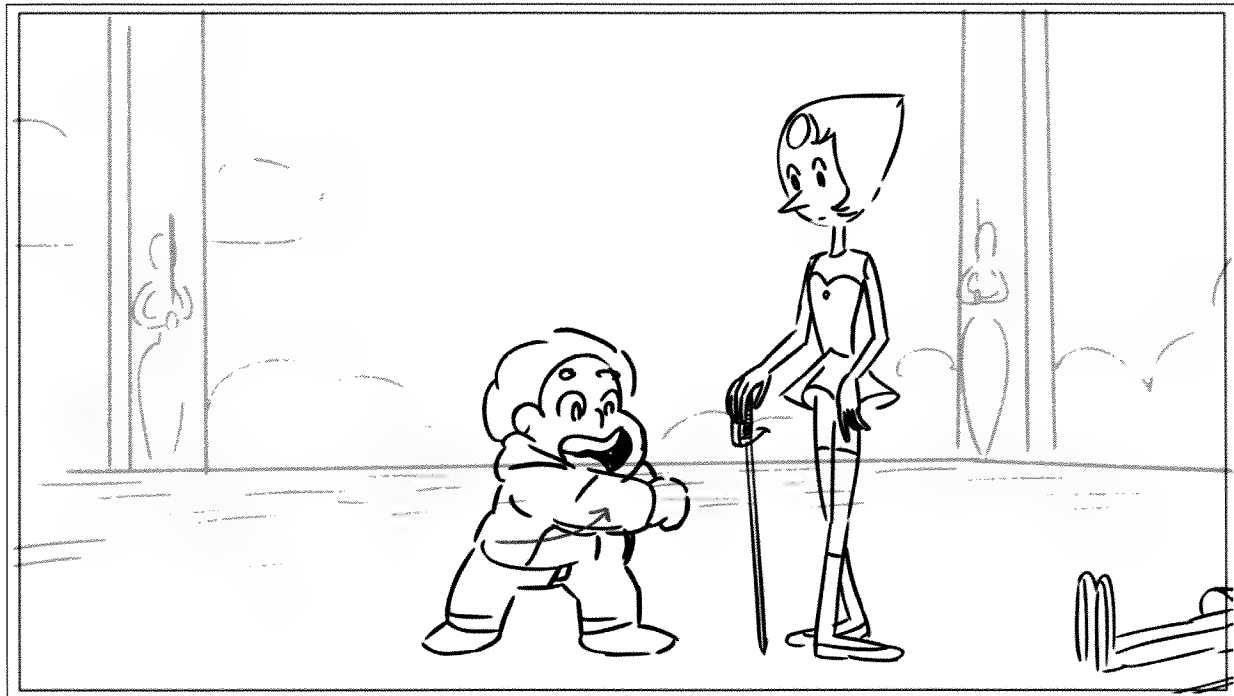
1020.013

1020.013

1020.013



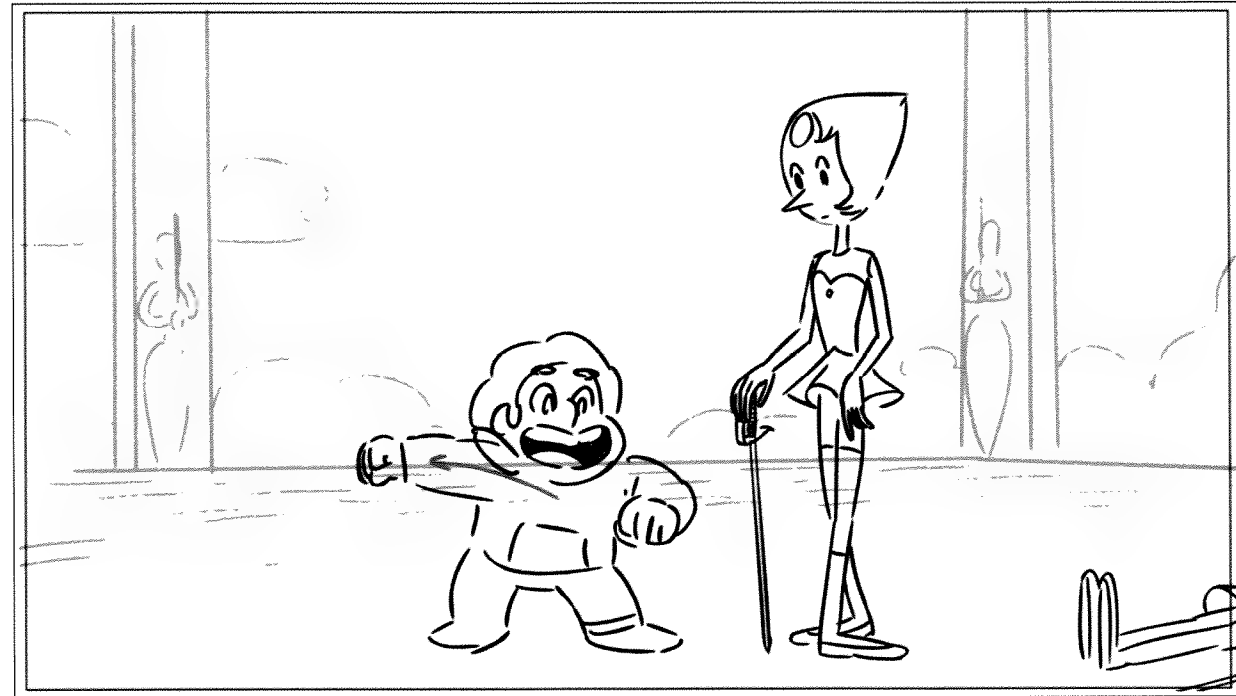
Scene	Panel
67	CONT



Dialogue
STEVEN: ...fight...

Slugging
0.09

Scene	Panel
67	CONT



Dialogue
STEVEN: ...like...

Slugging
0.12

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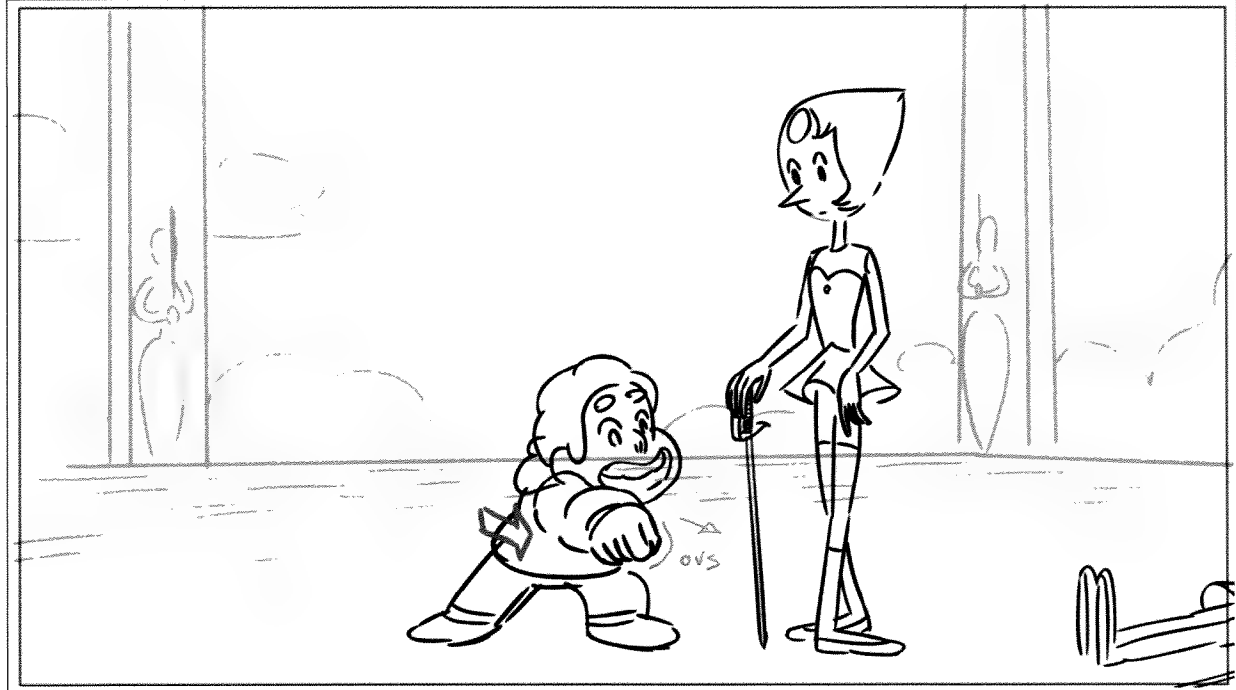
1020.013

1020.013

1020.013



Scene	Panel
	67 <i>CONT</i>
	6

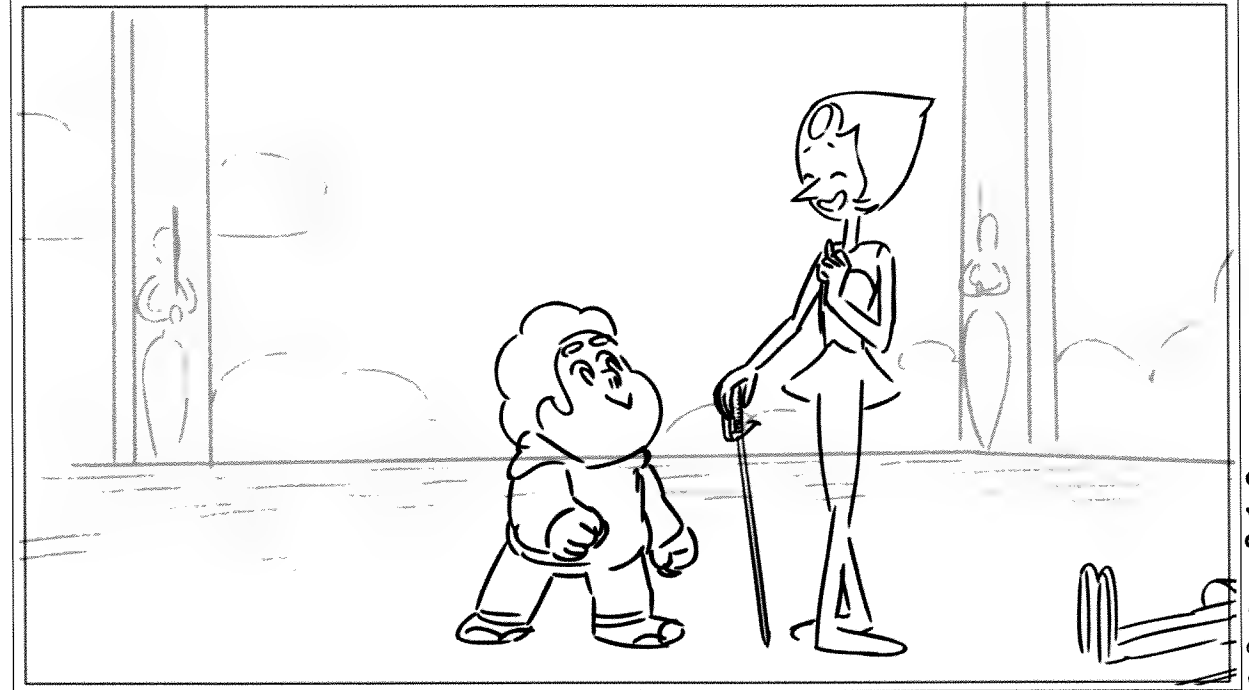


Dialogue
STEVEN: ...you?

Action Notes
Last move is a lunge forward.

Slugging
0.11

Scene	Panel
	67 <i>CONT</i>
	7



Dialogue
PEARL: *Chuckles*

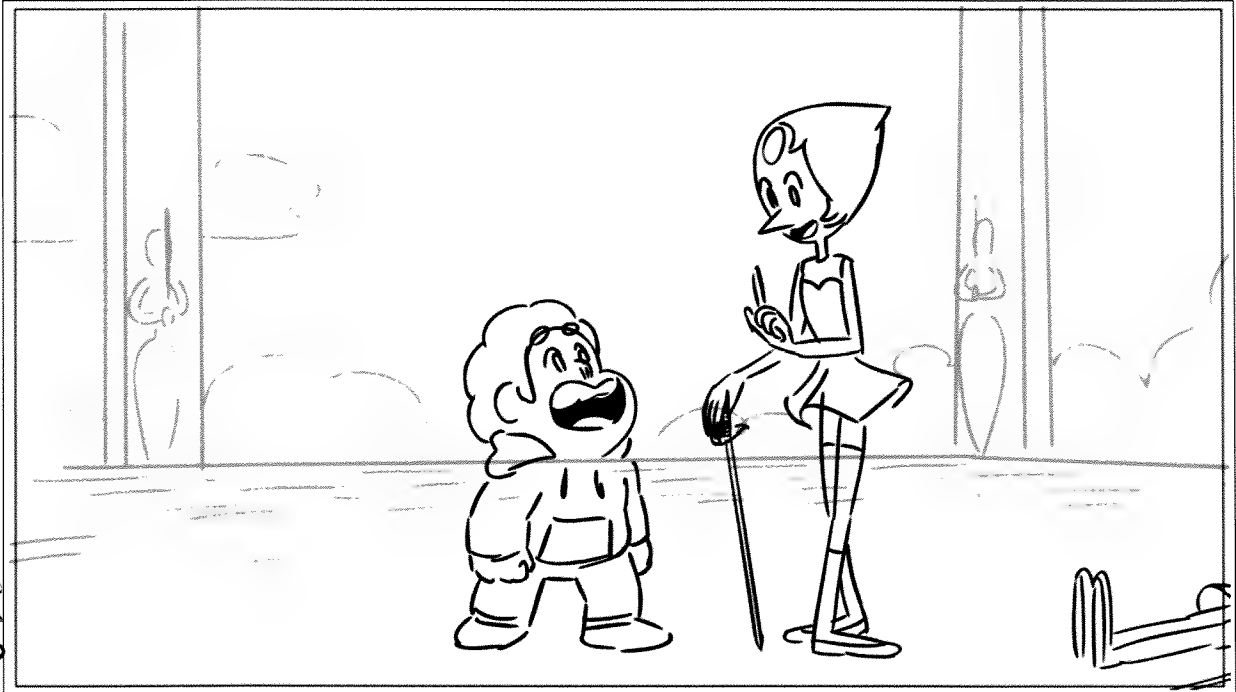
Slugging
2.11

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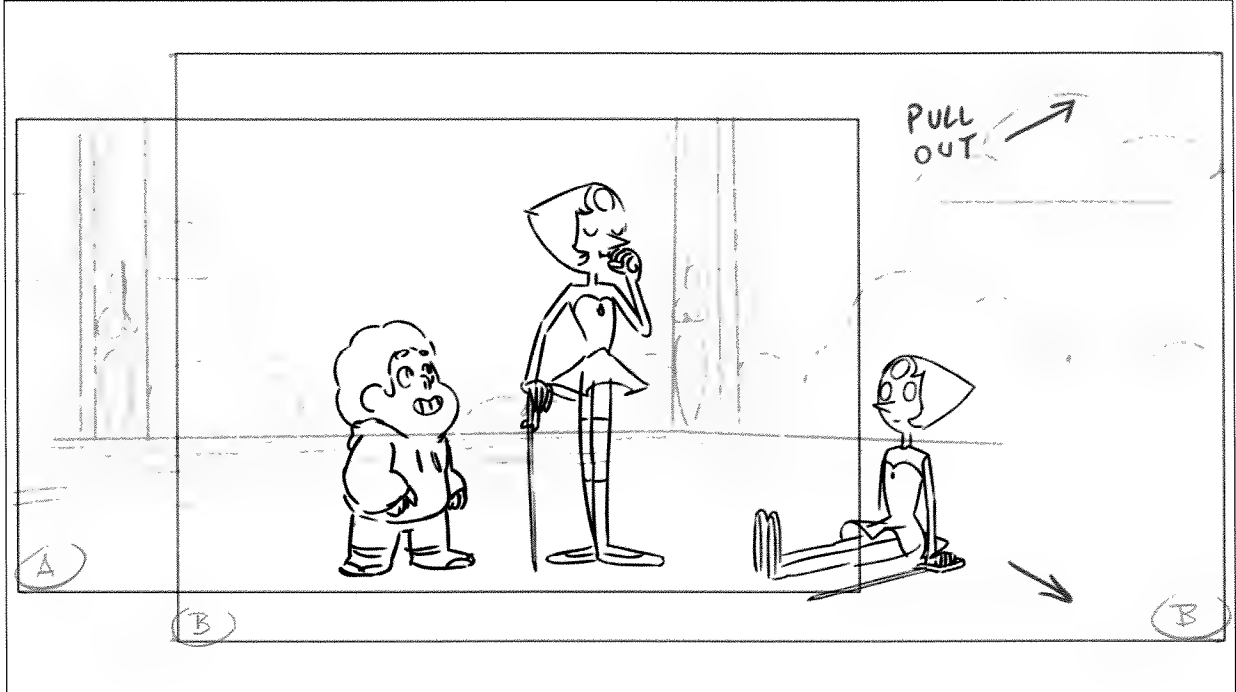
Scene	Panel
67	CONT
8	



Dialogue
PEARL: Alright, but we should start with the basics.

Slugging
2.13

Scene	Panel
67	CONT
9	



Action Notes
Pearl clears her throat.
Camera ADJ - pulls out East.

Slugging
ADJ: 0.10
Then HOLD: 0.12

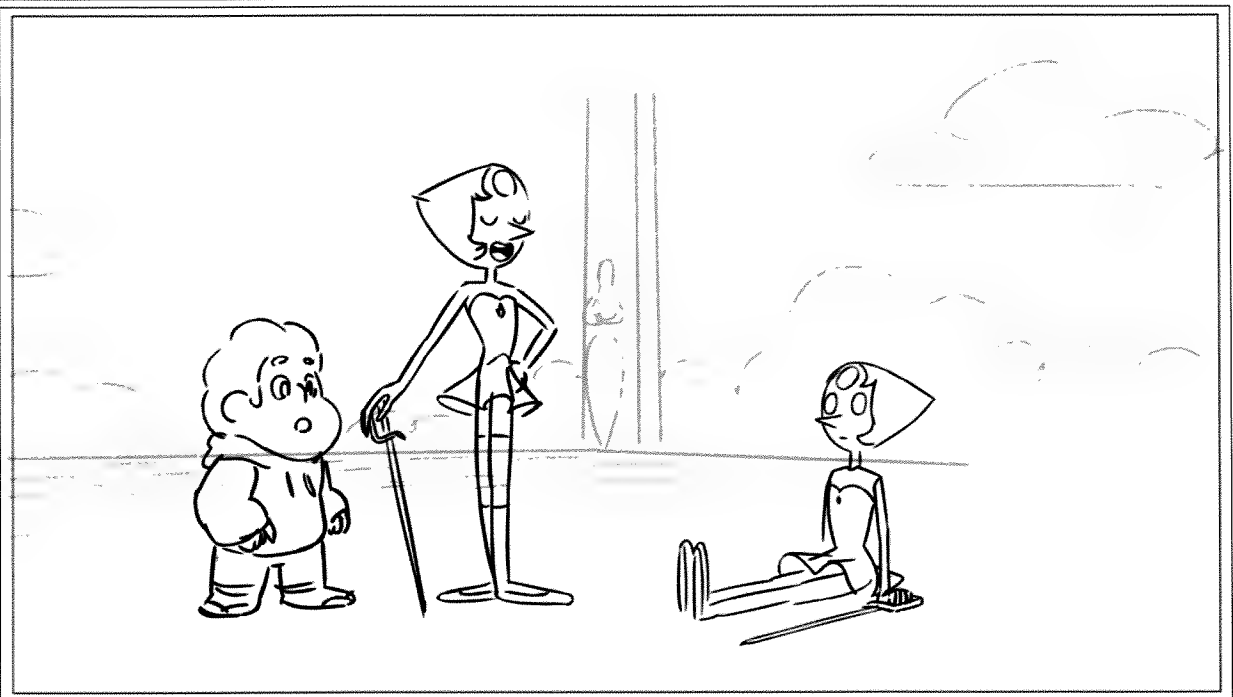
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1020.013

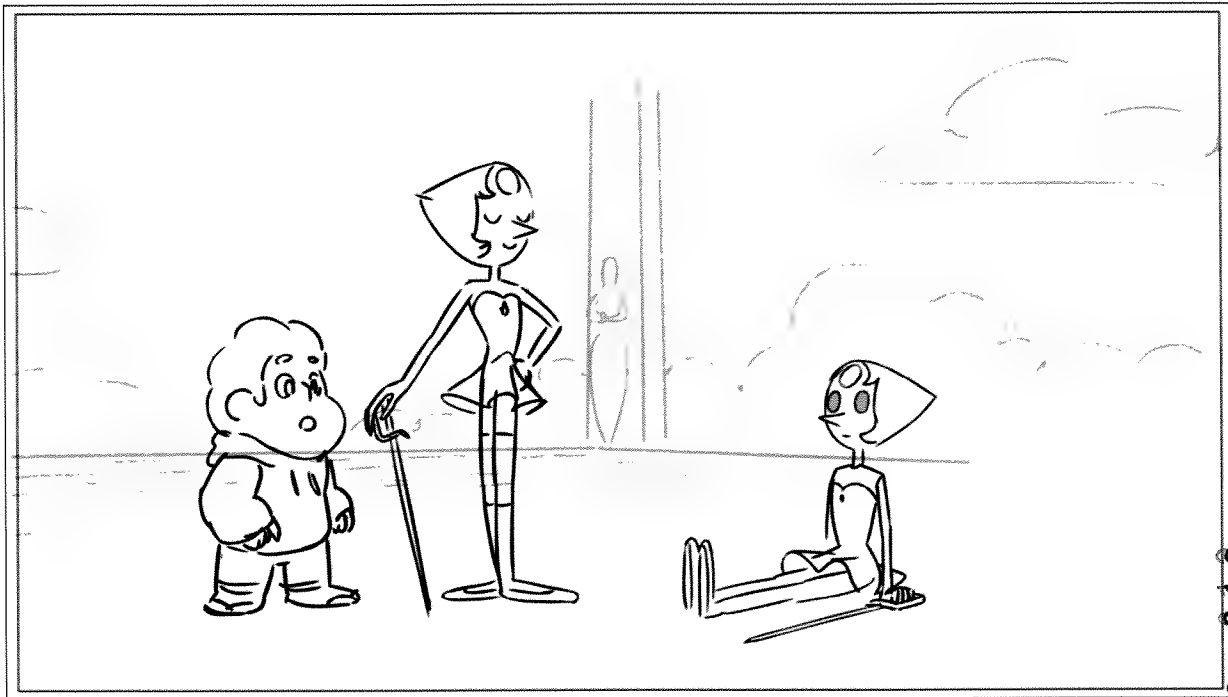
Scene 67 Panel 10
CONT



Dialogue
PEARL: Iniciate Training Mode.

Slugging
2.11

Scene 67 Panel 11
CONT



Action Notes
Holo-Pearl eyes glow blue.

Slugging
0.13

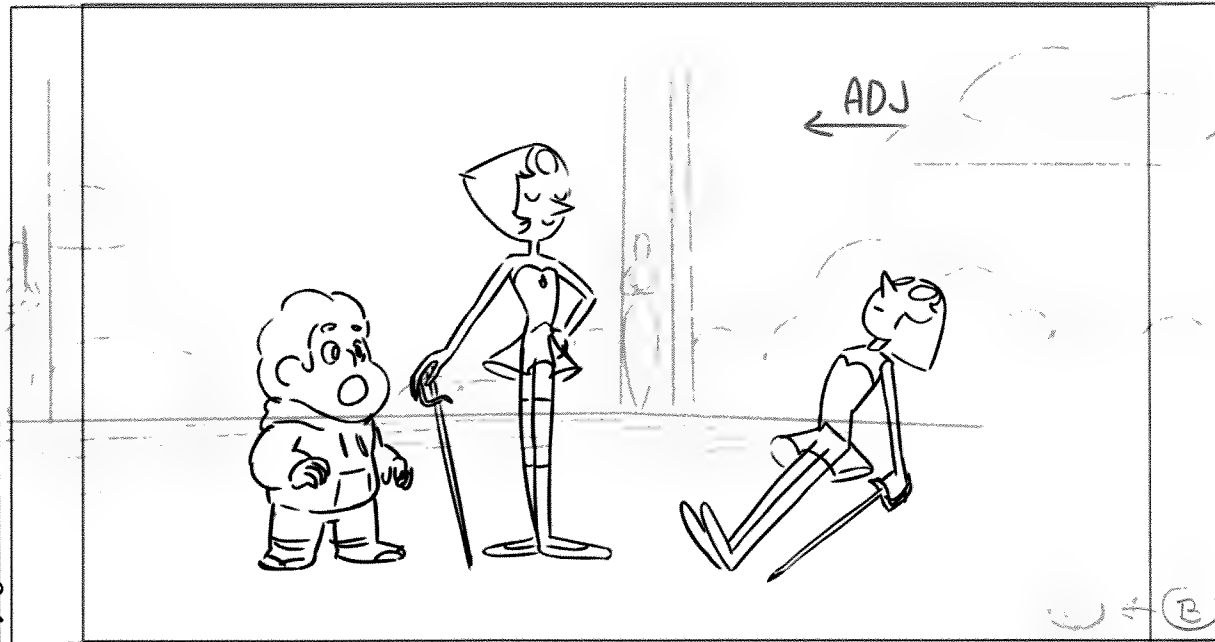
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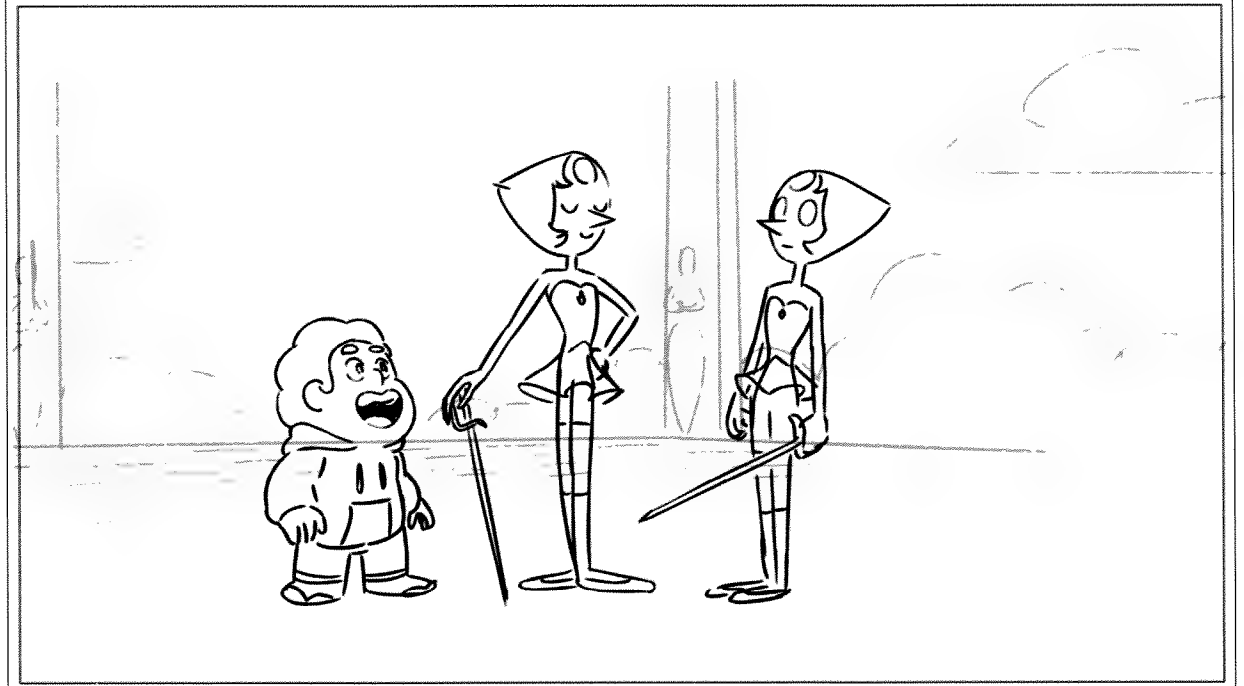
Scene	Panel	
67	CONT	12



Action Notes
Holo-Pearl lurches up unnaturally.
Camera ADJ West - following Holo-Pearls upward movement.

Slugging
ADJ: 0.13

Scene	Panel	
67	CONT	13



Slugging
0.06
AUG 0 8 2013



Scene	Panel
67	<i>CONT</i>

14



Action Notes
Holo-Pearl shakes to a stop.

Slugging
0.14

Scene	Panel
67	<i>CONT</i>

15



Dialogue
HP: Training mode initiated...

Slugging
2.10

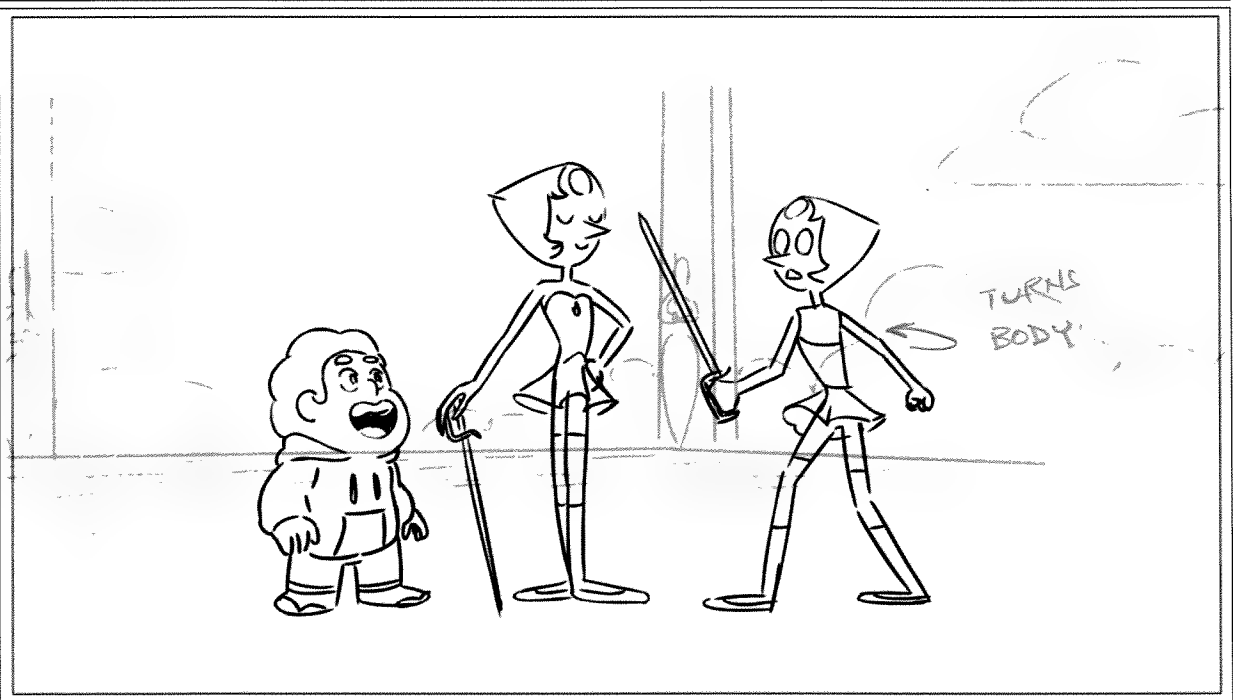
AUG 0 8 2013

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1020.013

1020.013

Scene	Panel	
	67	CONT
		16

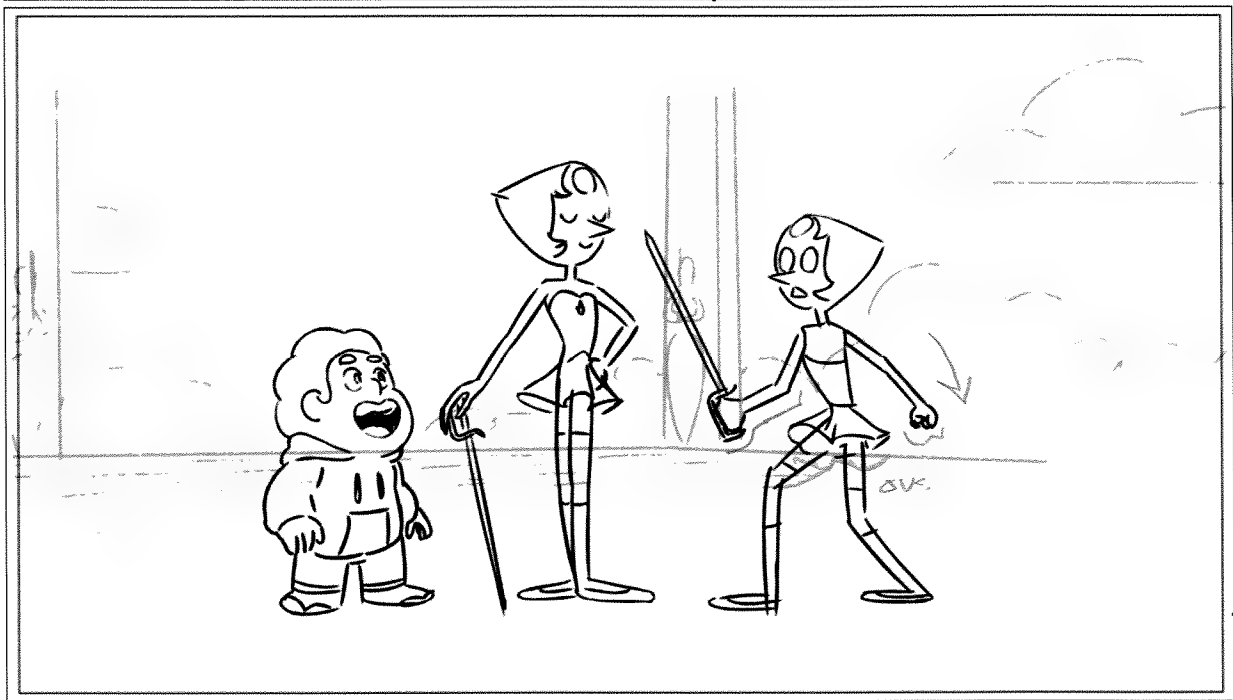


Dialogue
HP: Level One...

Action Notes
Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging
1.03

Scene	Panel	
	67	CONT
		17



Dialogue
HP: ...begin.

Slugging
1.06

AUG 0 6 2013

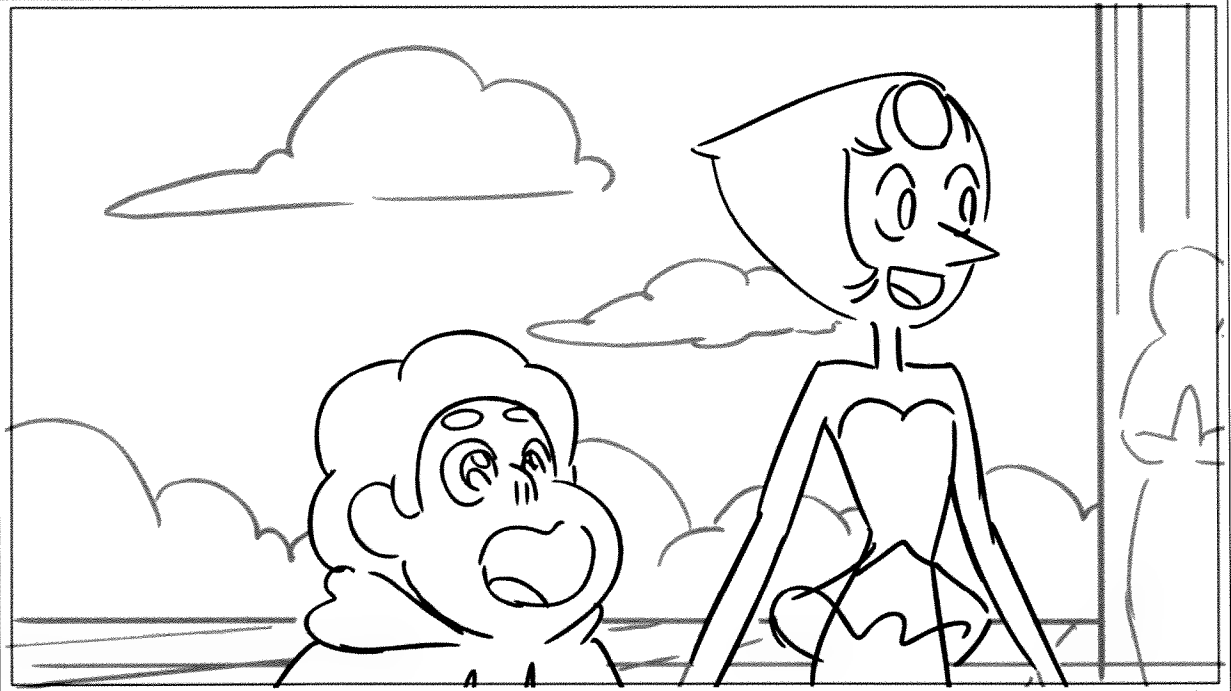
1020.013

1020.013

1020.013



Scene	Panel
68	1

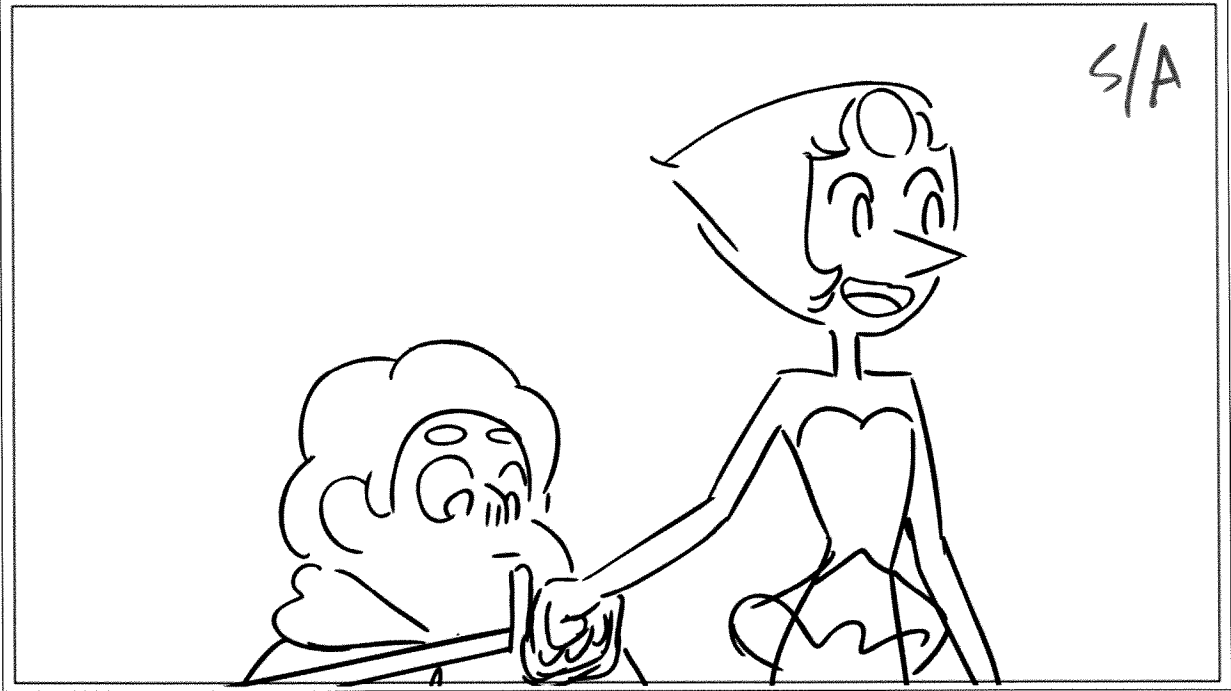


Dialogue
PEARL: Alright,

Slugging
1.06

Notes
Need H.U. for Pearls face and left arm to previous scene.

Scene	Panel
68	<i>CONT</i> 2



Dialogue
PEARL: I want you to stand back,

Action Notes
Steven looks at pearls sword as she pushes Steven back with her sword.

Slugging
1.10

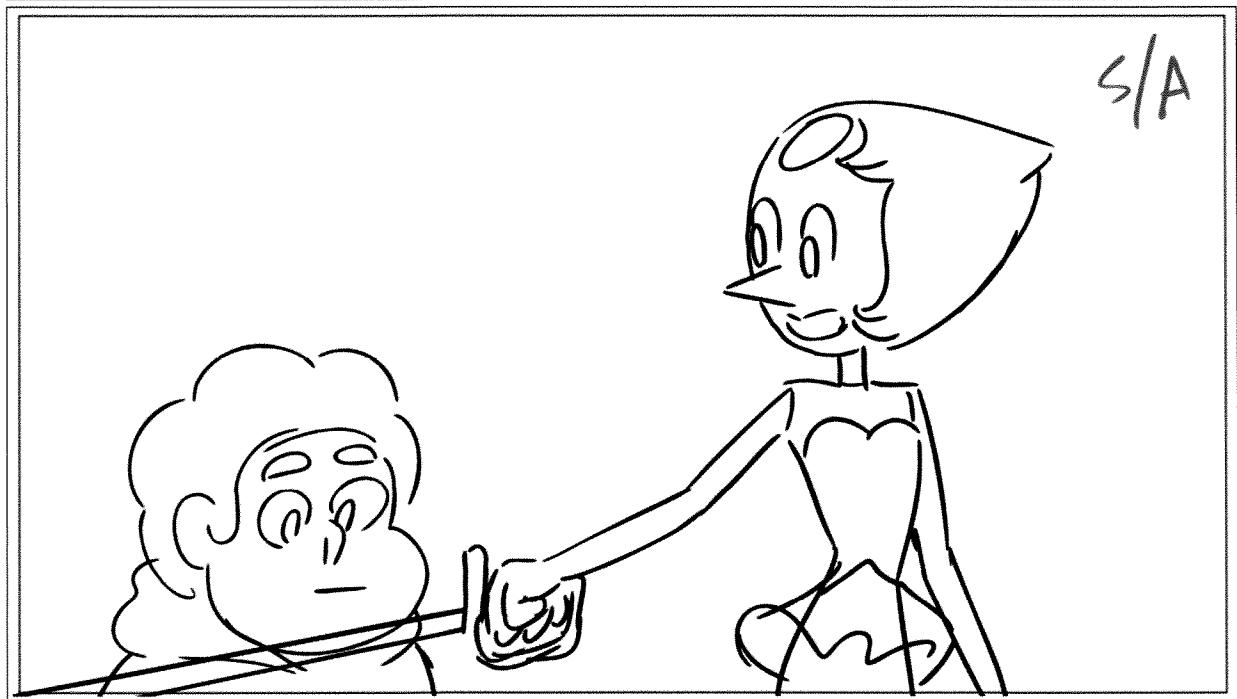
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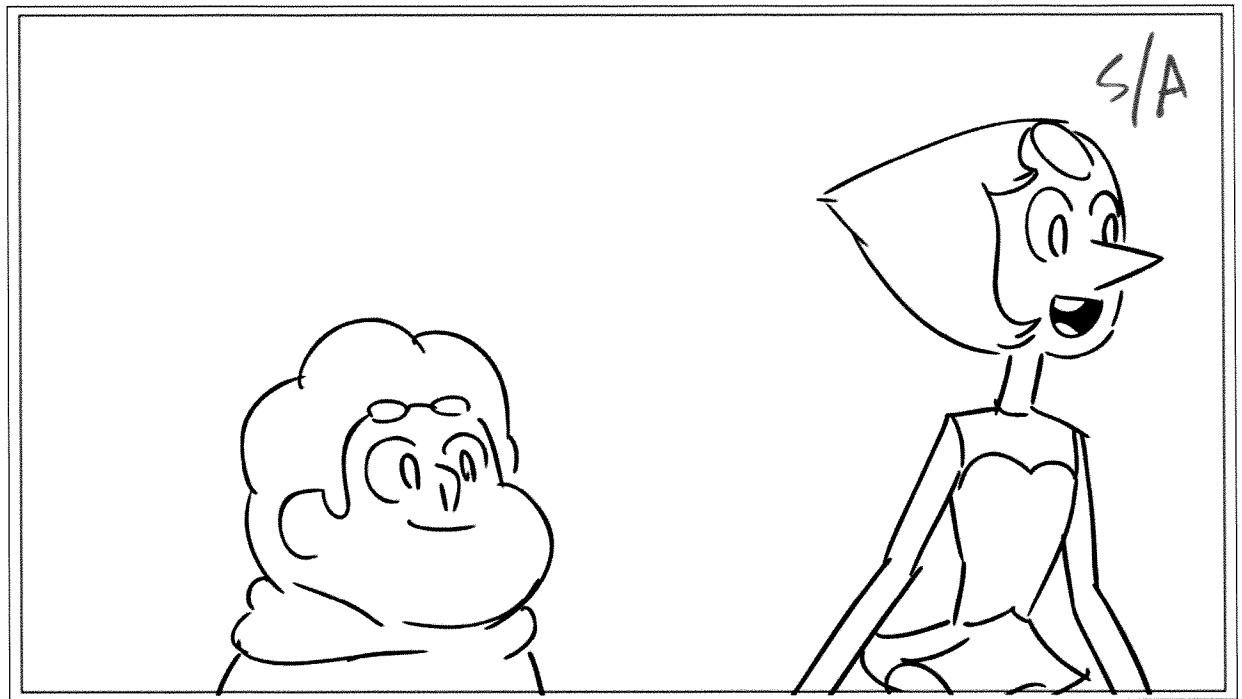
Scene	Panel
68	<i>CONT</i>
	3



Dialogue
PEARL: Steven.

Slugging
0.13

Scene	Panel
68	<i>CONT</i>
	4



Dialogue
PEARL: And...

Action Notes
Pearl walks towards O/S East.

Slugging
0.08

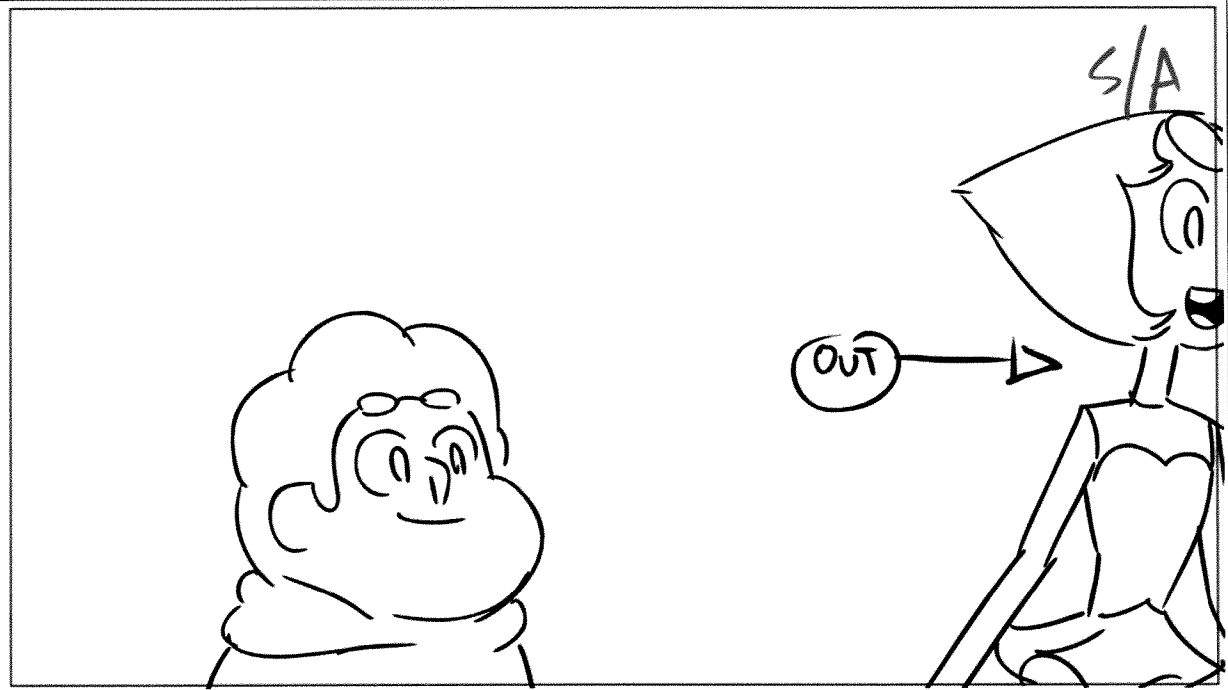
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1020.013



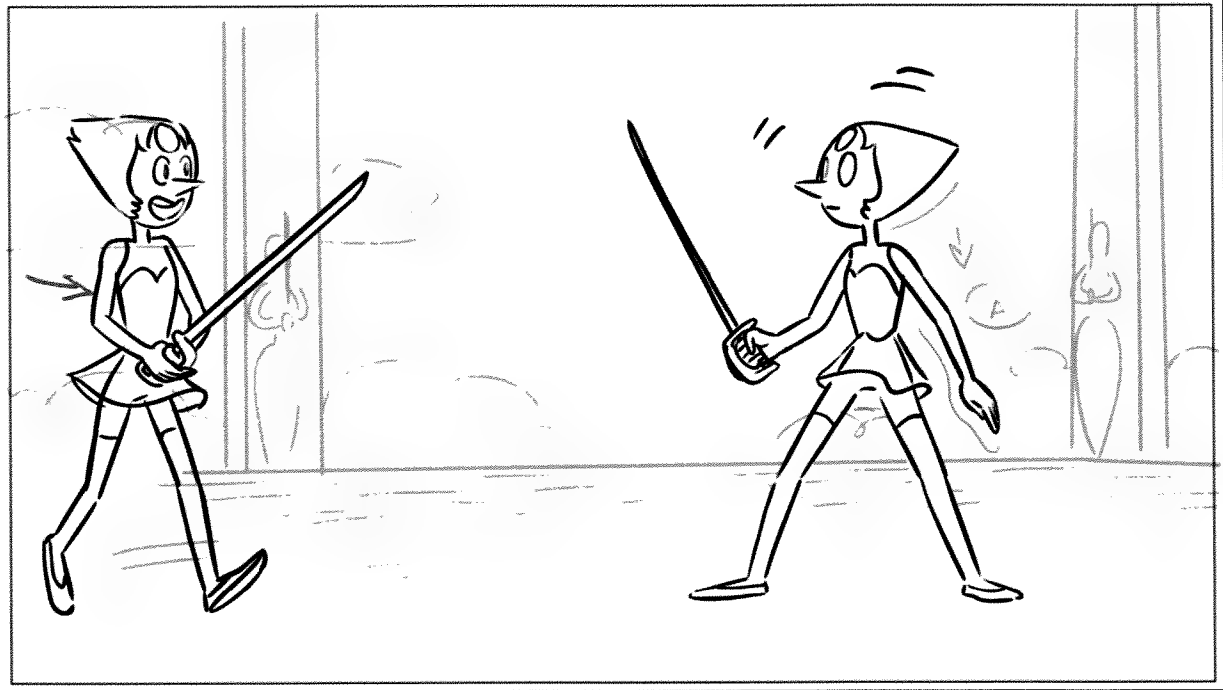
Scene	Panel
68	CONT 5



Dialogue
PEARL: watch me...

Slugging
0.08

Scene	Panel
69	1



Dialogue
PEARL: ...carefully...

Action Notes
Pearl walks East.

Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging
1.00

Notes
Need H.U. Pearl to previous scene - her arms are down.

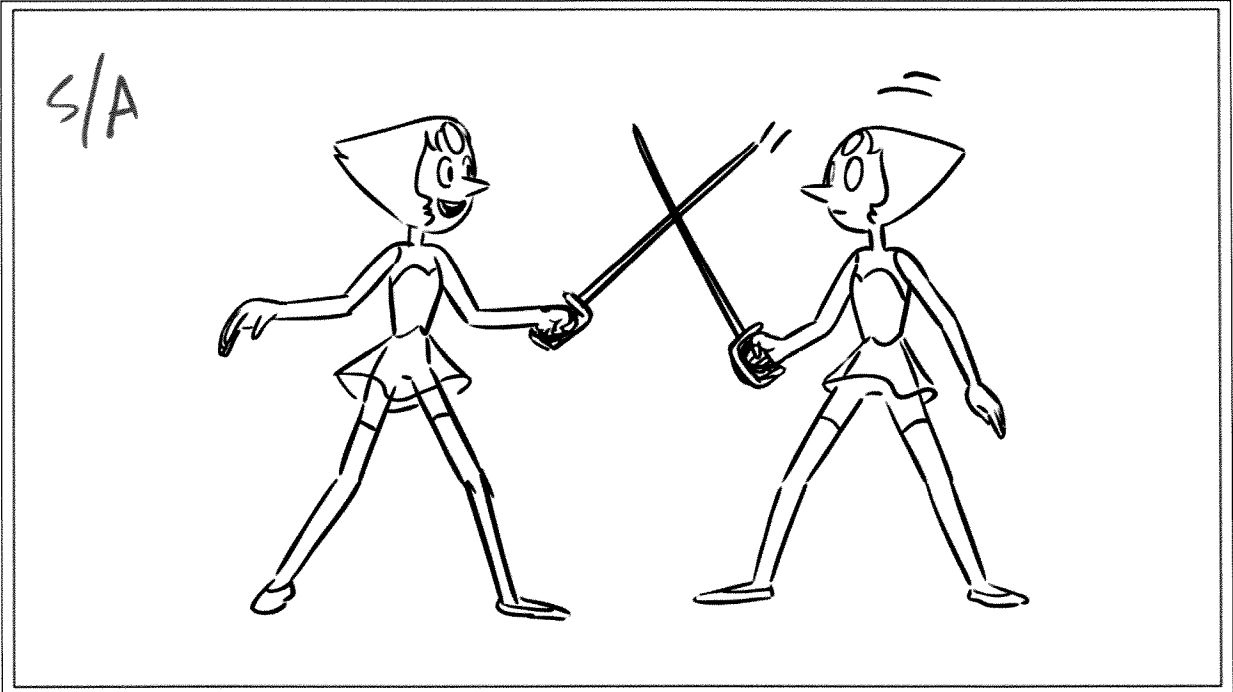
AUG 0 6 2013

1020-013

1020-013

1020-013

Scene	Panel
69	CONT 2



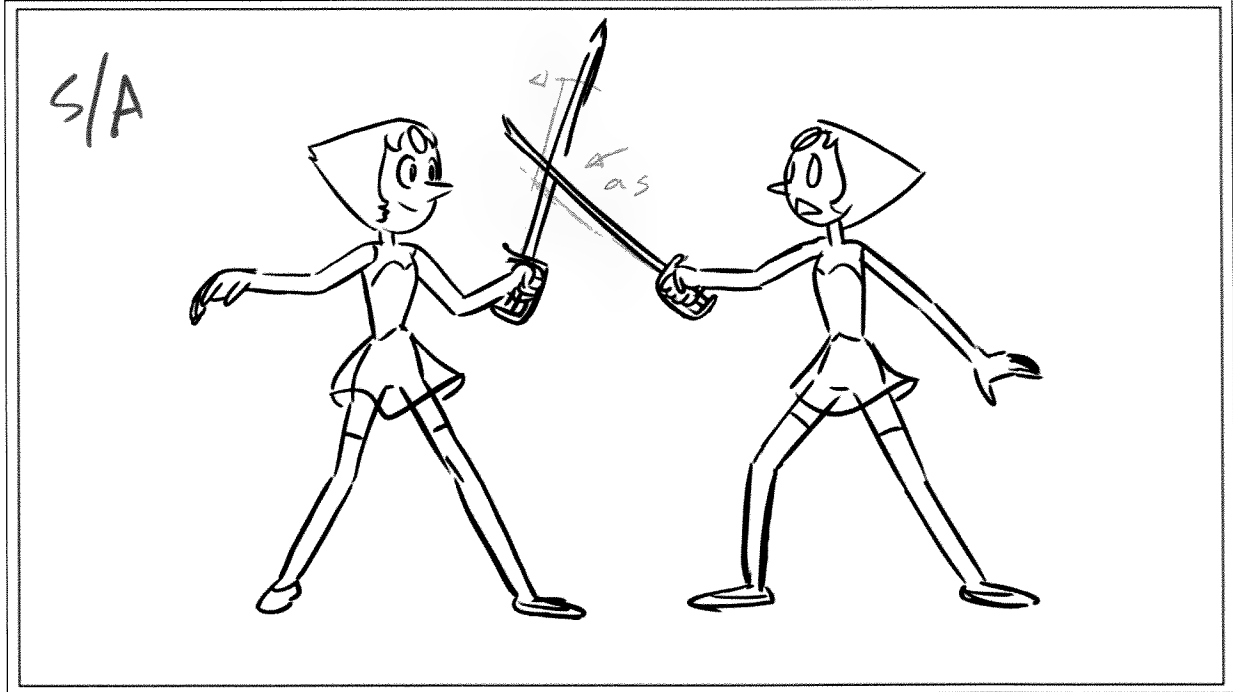
Dialogue
PEARL: ...Okay.

Action Notes
Pearl stops and gets into position.

Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging
1.01

Scene	Panel
69	CONT 3



Dialogue
HP: Parry...

Slugging
1.00

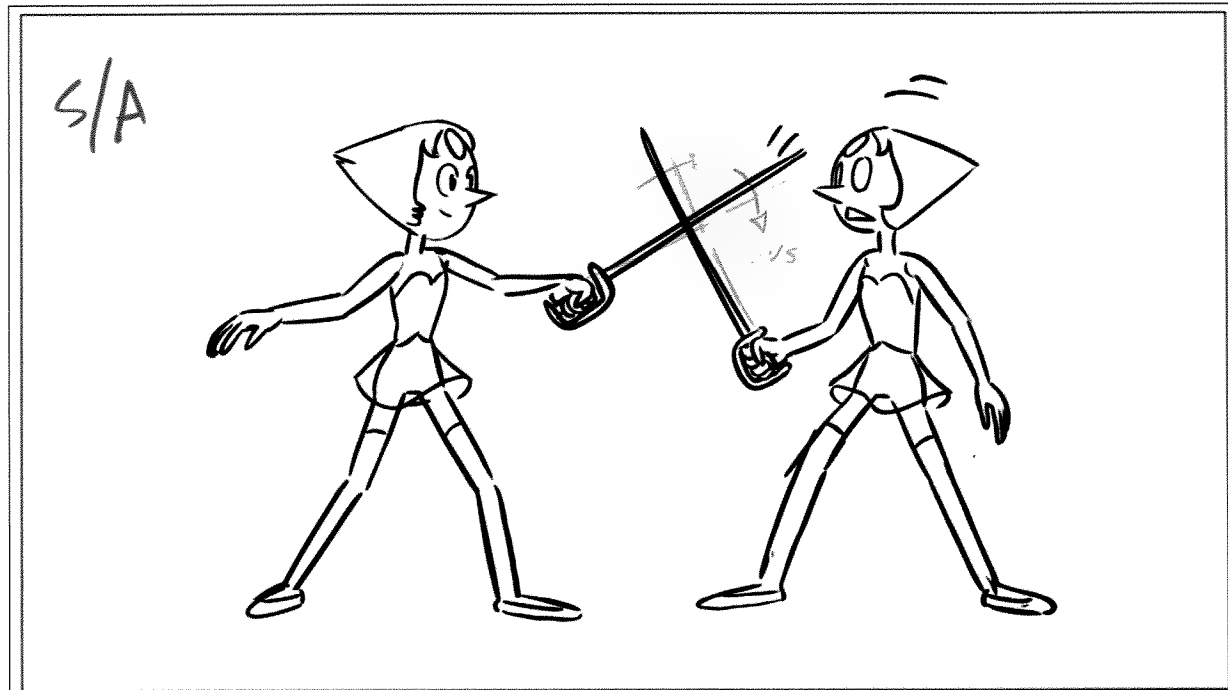
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
69	CONT
4	

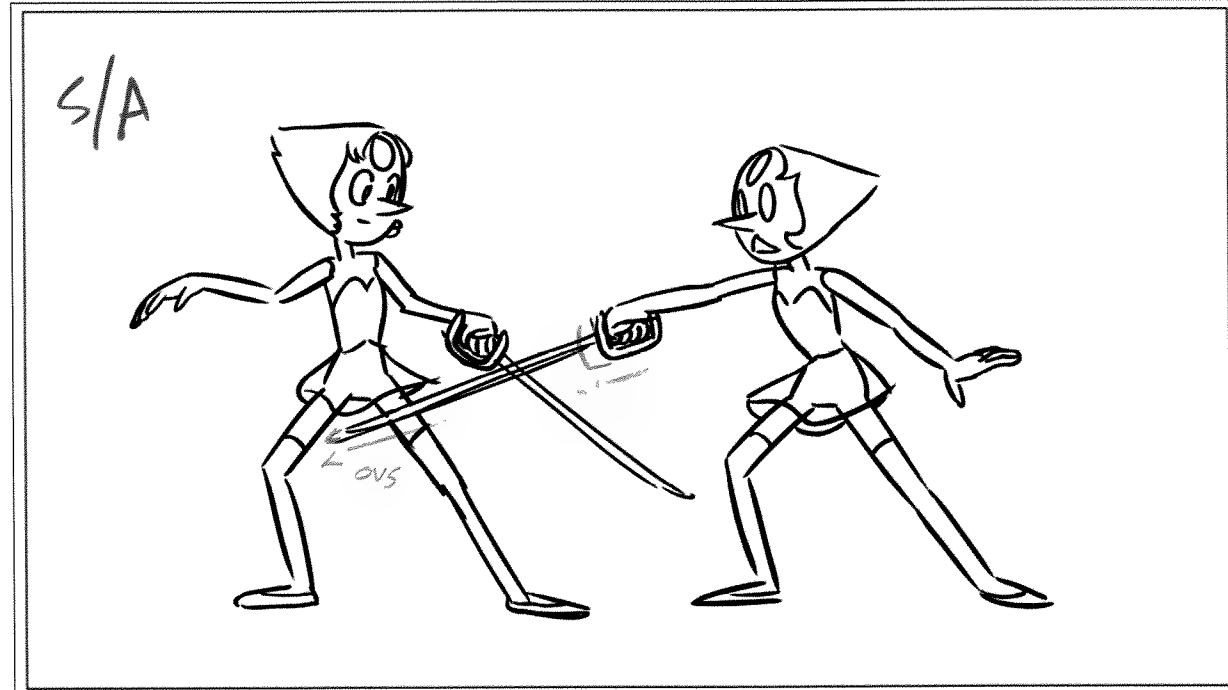


Dialogue
HP: ...Parry...

Action Notes
Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging
1.00

Scene	Panel
69	CONT
5	



Dialogue
HP: Thrust!

Slugging
1.01

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1020.013

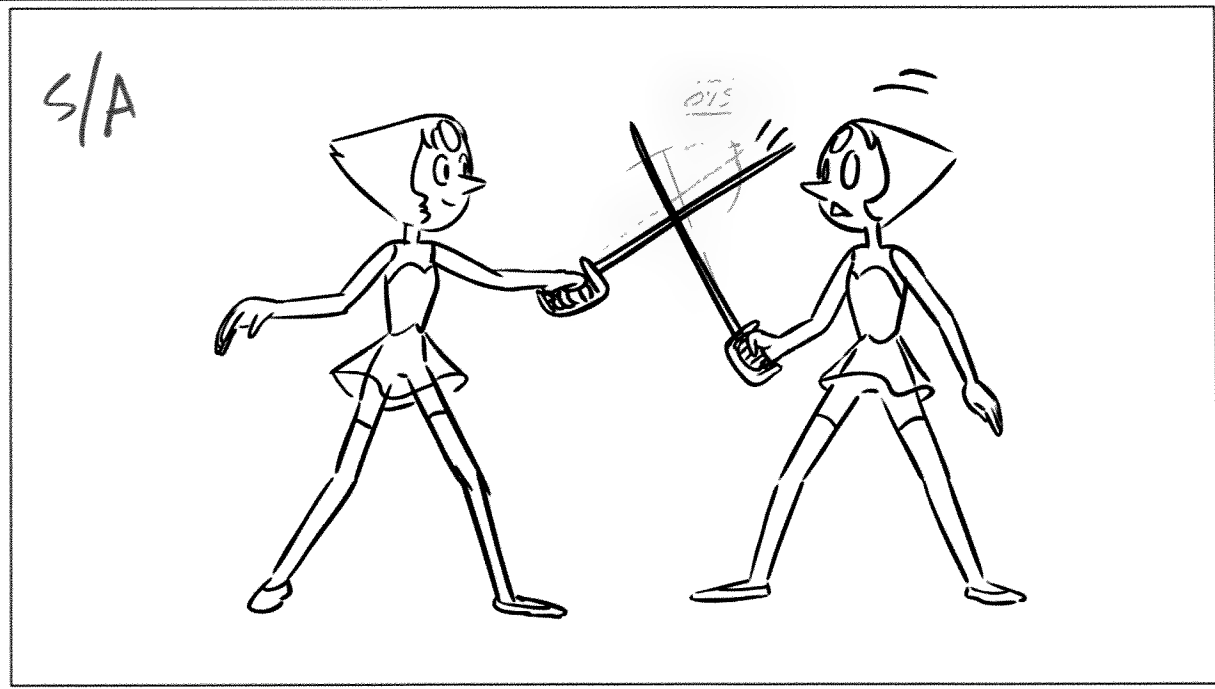
1020.013

1020.013



Scene	Panel
69	<i>CONT</i>

6



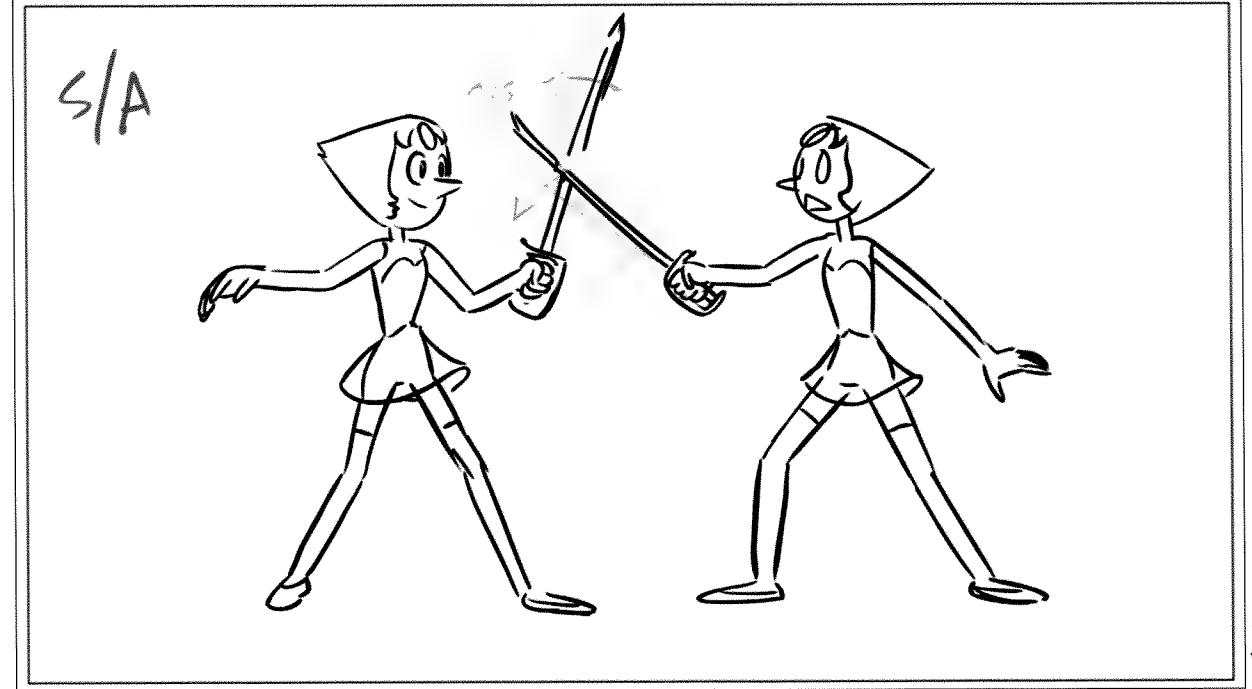
Dialogue
HP: Parry...

Action Notes
Holo-Pearl cycles in a street fighter way - bobbing up and down.

Slugging
1.00

Scene	Panel
69	<i>CONT</i>

7



Dialogue
HP: ...Parry...

Slugging
1.00

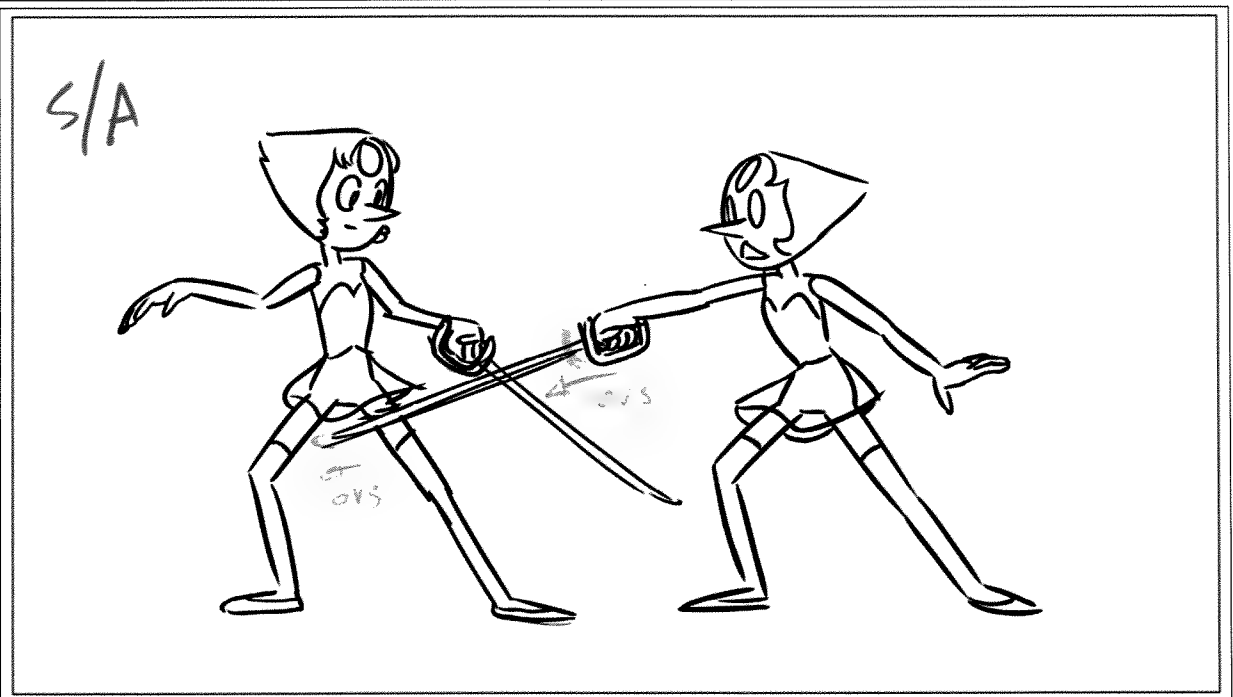
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1020.013

1020.013

Scene	Panel
69	UNT
8	



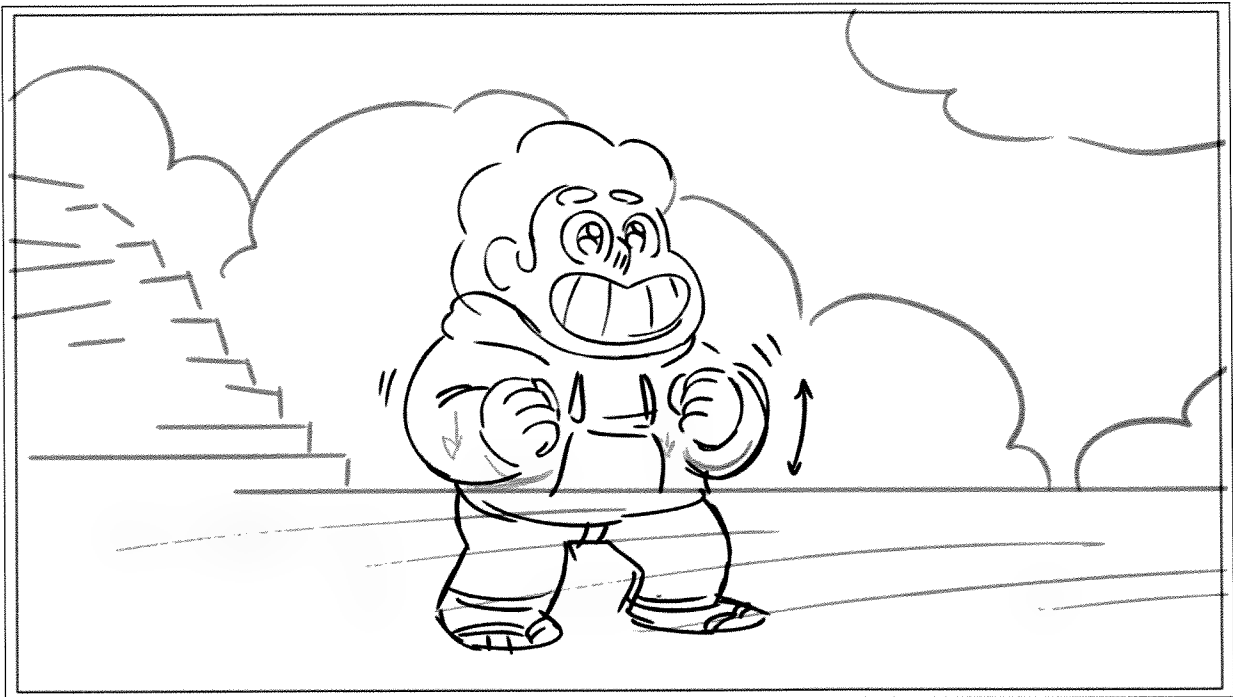
Dialogue

HP: Thrust!

Slugging

1.01

Scene	Panel
70	1



Dialogue

PEARL (os): Do you see what im doing with my feet Steven?

HP (os): Parry, Parry, Thrust.

Action Notes

Steven shakes his hands up and down with excitement.

Slugging

4.15

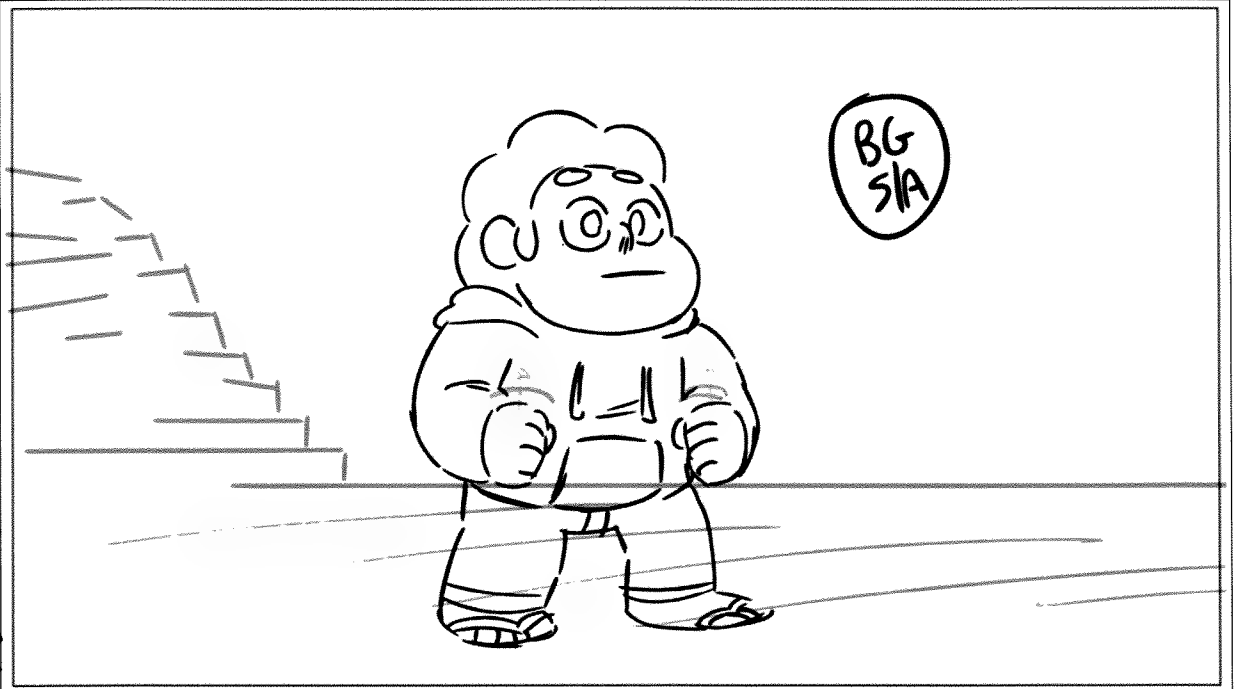
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1020.013

Scene	Panel
70	CONT 2

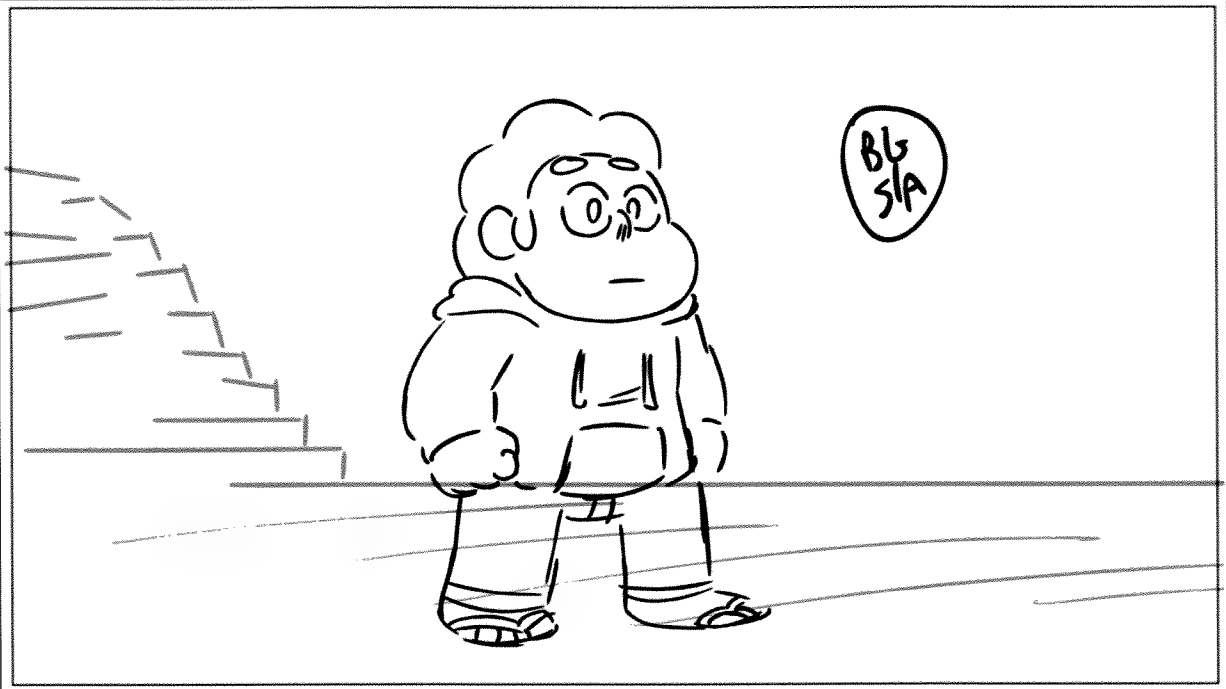


Dialogue
HP (os): Parry...Parry...Thrust.

Action Notes
Steven stops shaking his hands - less excited.

Slugging
1.15

Scene	Panel
70	CONT 3



Dialogue
PEARL (os): Notice where I keep my center of gravity.

HP (os): Parry, Parry, Thrust.

Slugging
3.07

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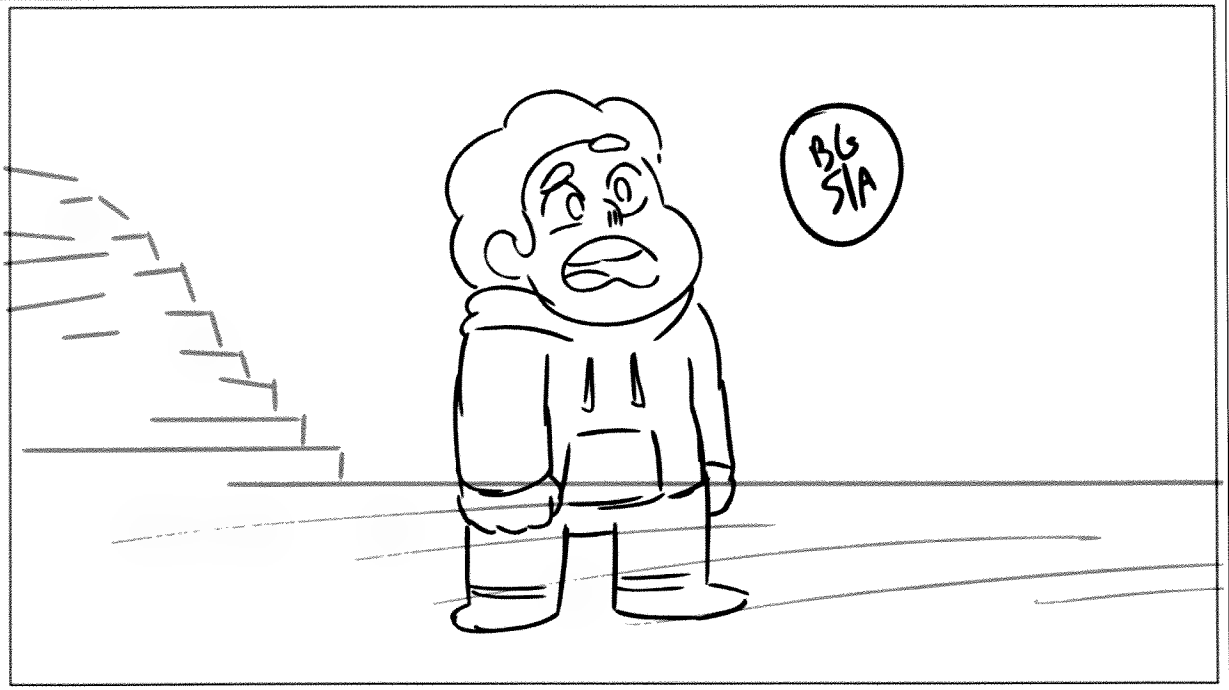
1020.013

1020.013

1020.013



Scene	Panel
70	CONT 4



Dialogue

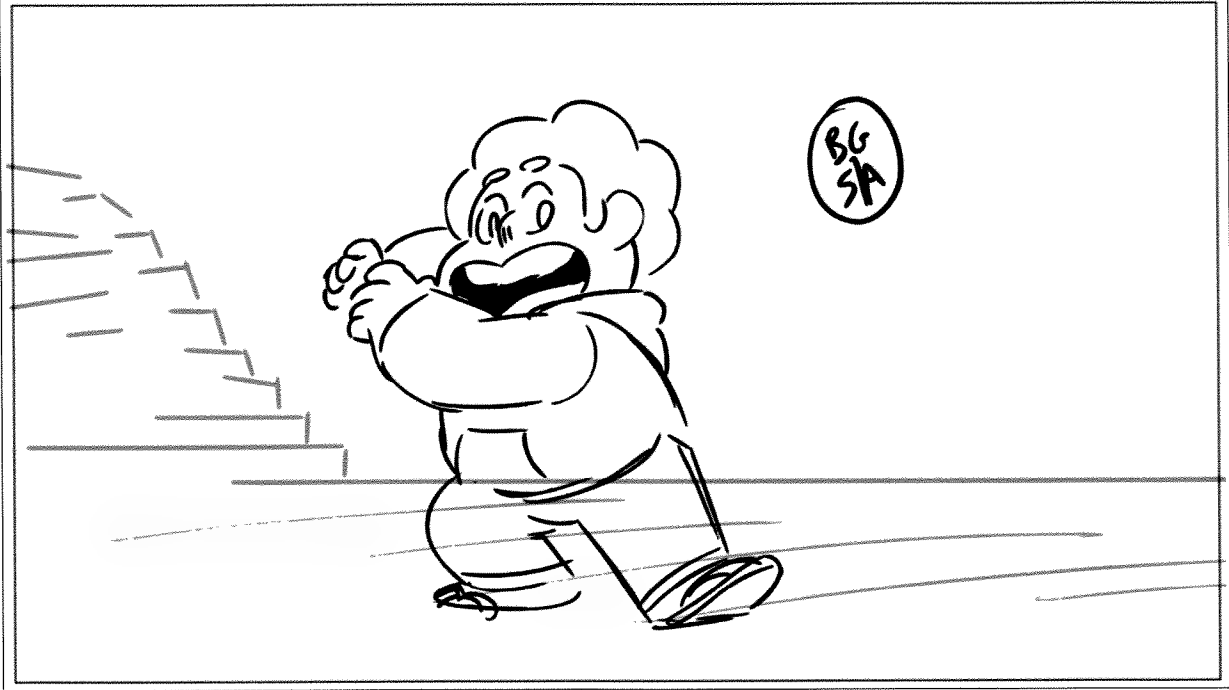
STEVEN: Awww, can you show me something cool?

HP (os): Parry, Parry, Thrust.

Slugging

3.11

Scene	Panel
70	CONT 5



Dialogue

STEVEN: Like the Boomerang...

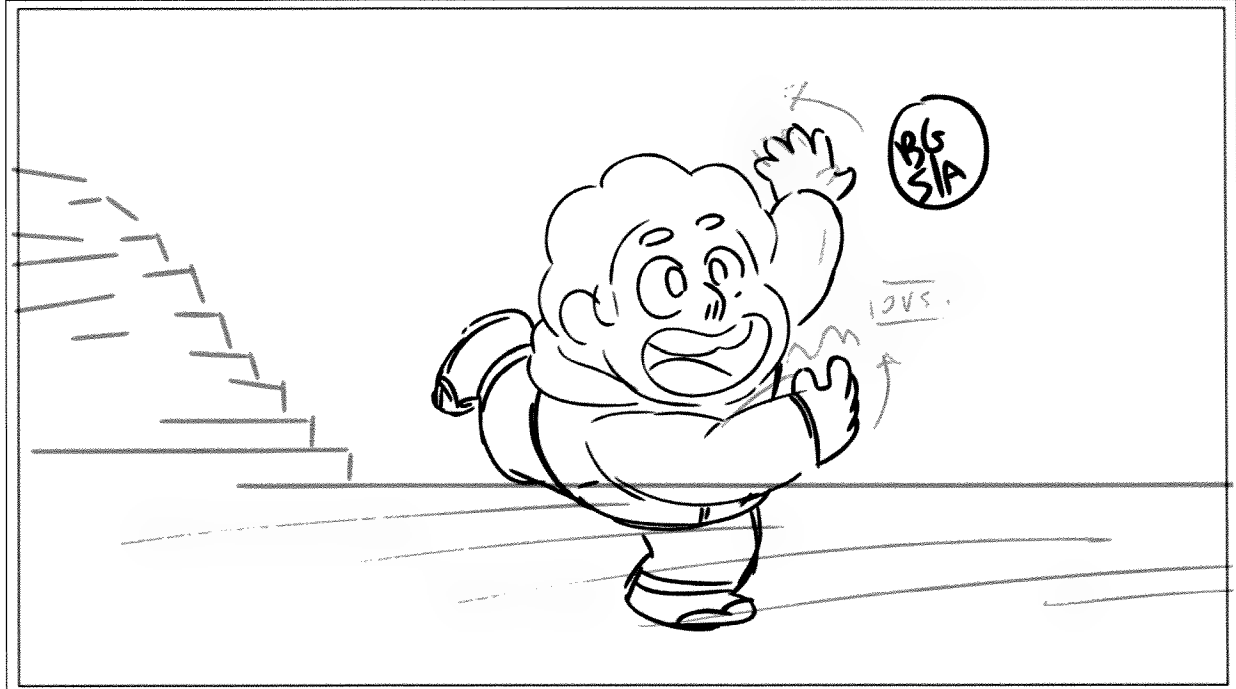
Slugging

1.08

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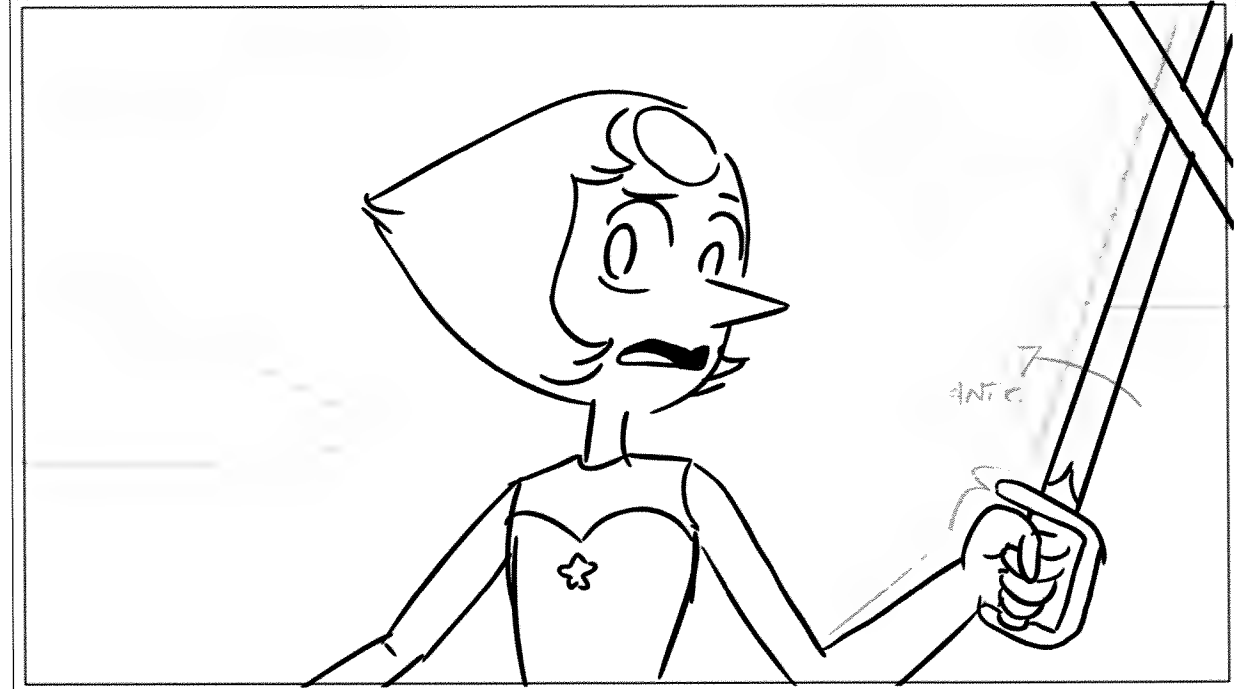
Scene	Panel
70	6



Dialogue
STEVEN: ...Blade!

Slugging
1.00

Scene	Panel
71	1



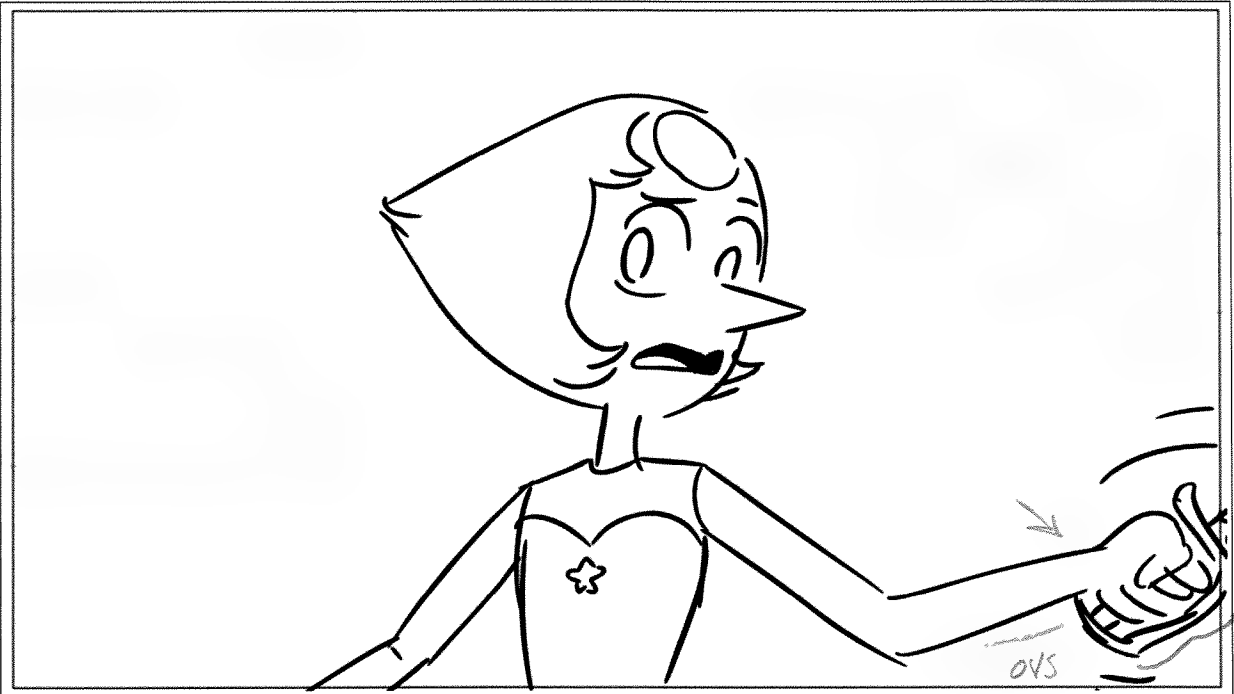
Dialogue
PEARL: Steven -
HP (os): Parry...Parry...Thrust.

Action Notes
Pearl's hand is moving to counter Holo-Pearl O/S.

Slugging
Panels 1 to 3 = 4.14

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Scene	Panel
71	cont
2	



Dialogue

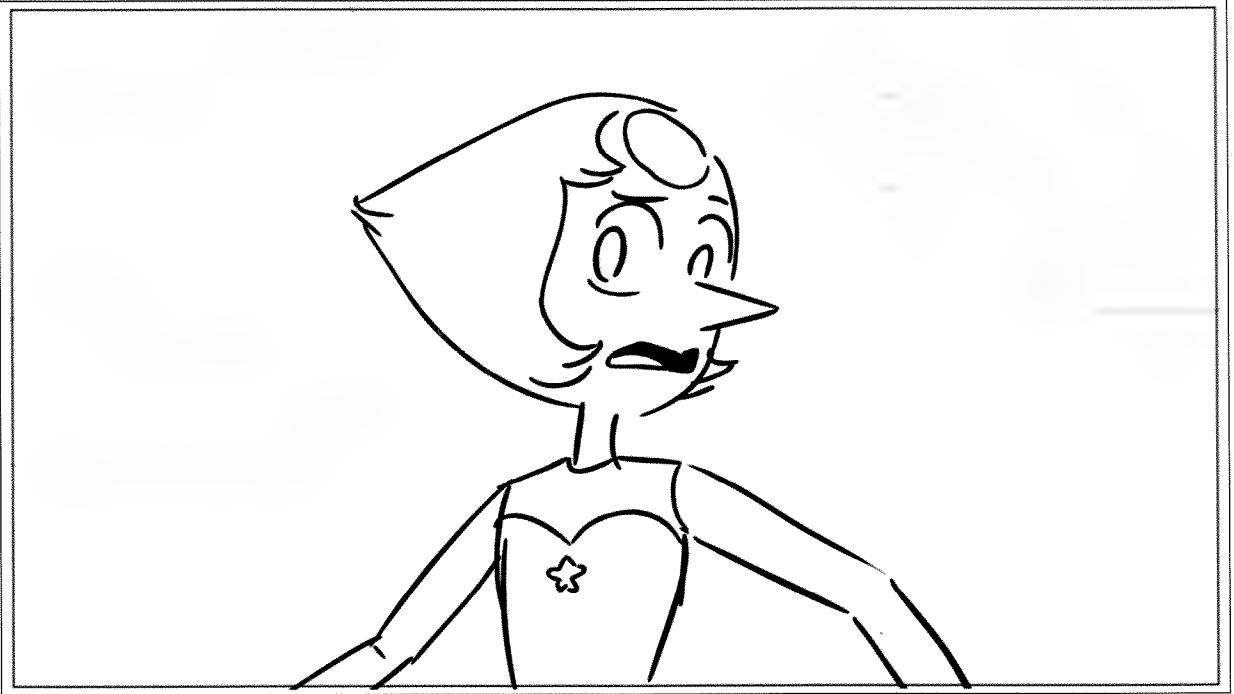
PEARL: -you KNOW that's not a real -

HP (os): Parry...Parry...Thrust.

Action Notes

Pearl's hand is moving to counter Holo-Pearl O/S.

Scene	Panel
71	cont
3	



Dialogue

PEARL: -sword technique!

HP (os): Parry...Parry...Thrust.

Action Notes

Pearl's hand is moving to counter Holo-Pearl O/S.

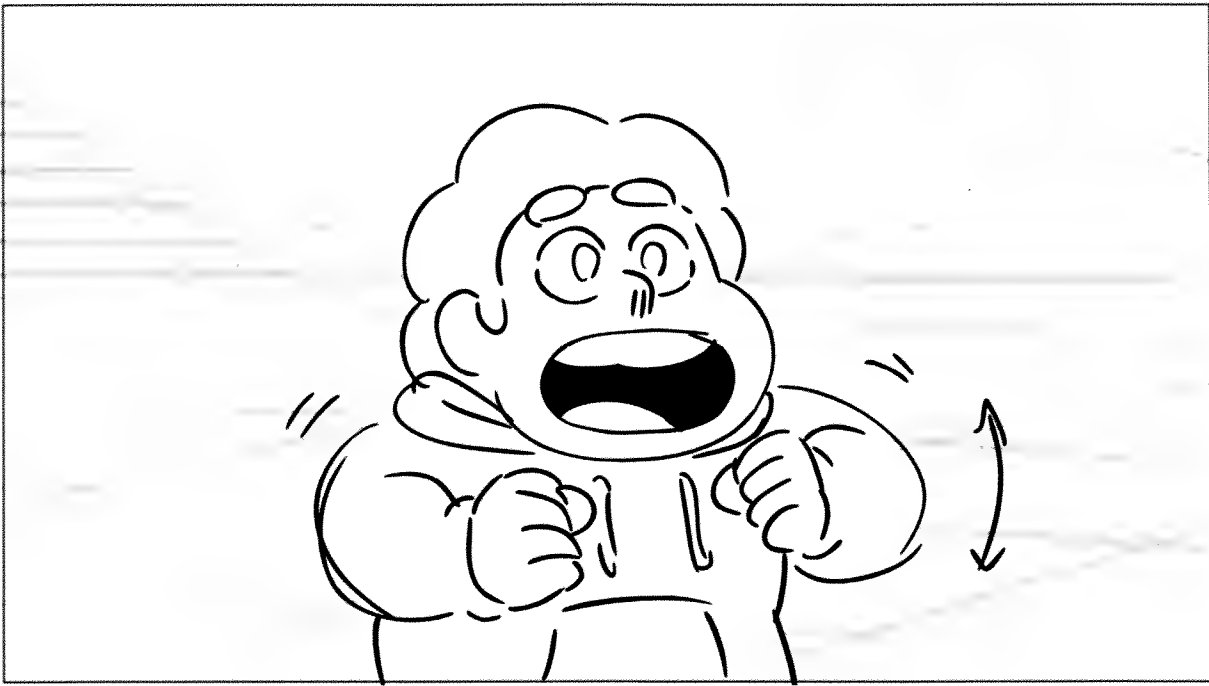
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Scene	Panel
72	1



Dialogue
STEVEN (repeats): Boomerang blade-

Action Notes
Steven shakes his arms with excitement. A/B

Slugging
1.05

Scene	Panel
72	2

cut



Dialogue
STEVEN (repeats): - boomerang blade

Slugging
1.00

AUG 06 2013



Scene	Panel
72	cont
	3



Dialogue

STEVEN (repeats): Boomerang blade-

Action Notes

Steven shakes his arms with excitement. A/B

Slugging

1.01

Scene	Panel
72	cont
	4



Dialogue

STEVEN (repeats): -boomerang blade

Slugging

0.15

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Scene	Panel
73	1



Dialogue
STEVEN (os): -boomerang blade

Slugging
Panels 1 + 2 = 2.01

Notes
Pearl is still engaged with HP

Scene	Panel
73	2



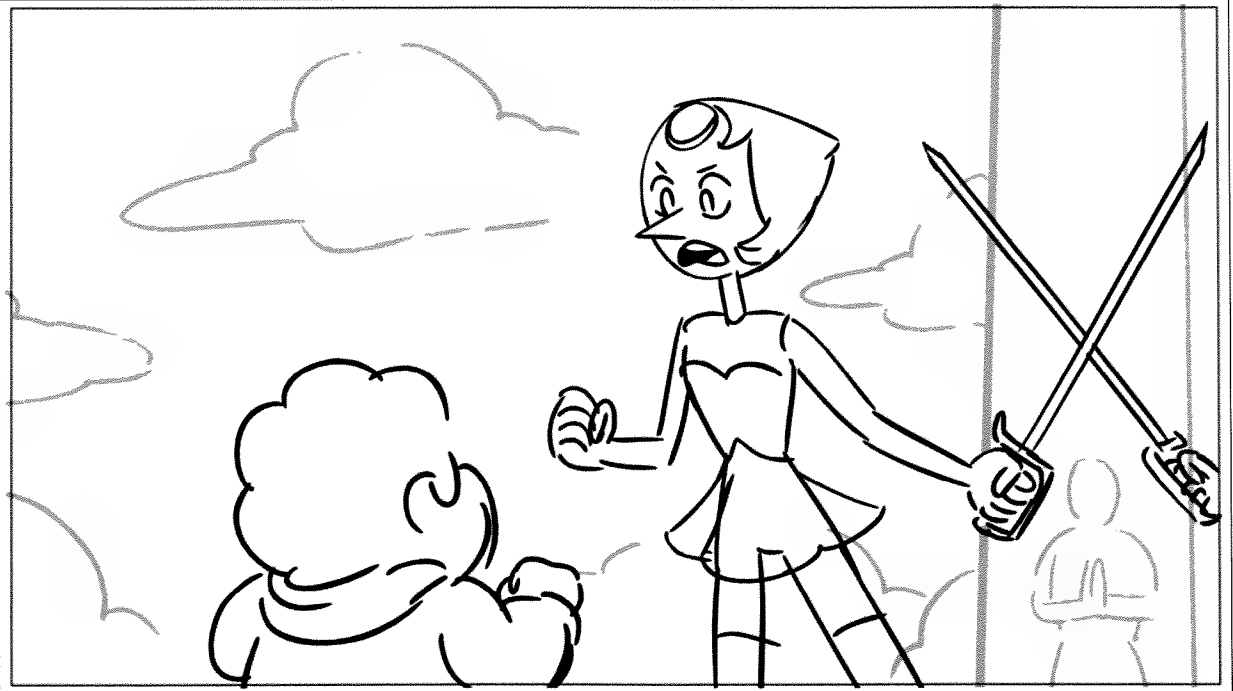
Dialogue
STEVEN (os): Boomerang blade-

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1020.013

1020.013

Scene	Panel
74	1



Dialogue

PEARL: Steven!

HP (os): Parry, Parry, Thrust.

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

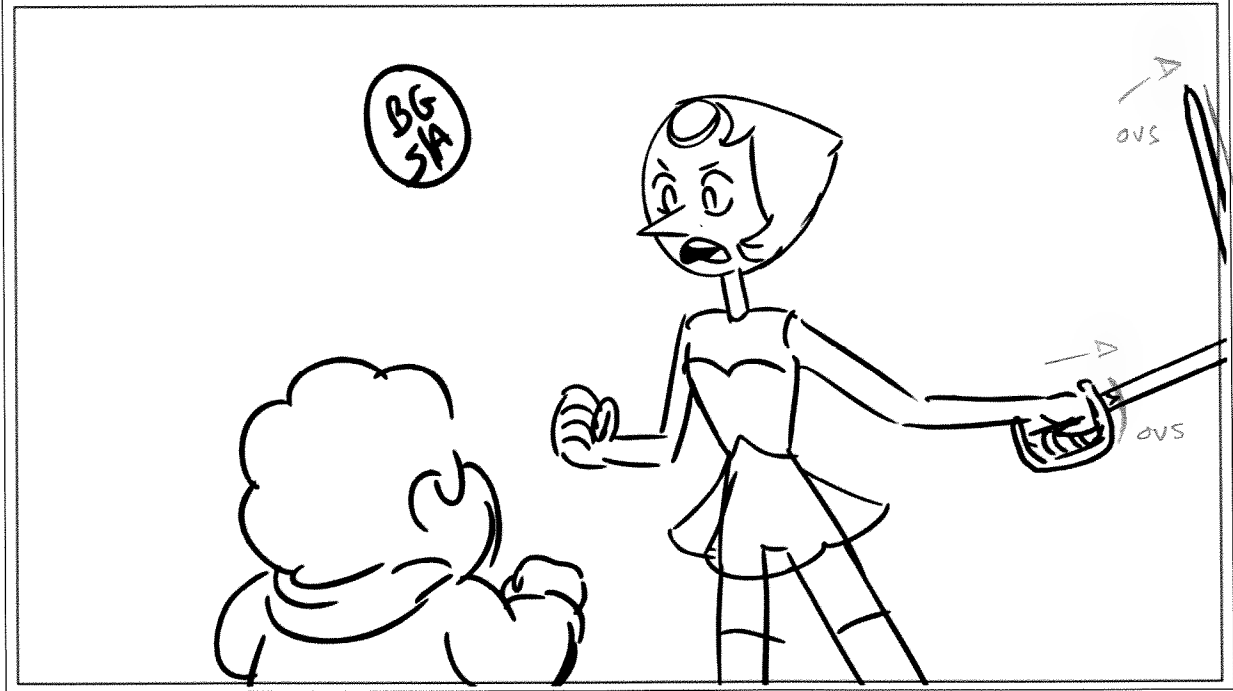
Slugging

Panels 1 to 3 = 3.14

Notes

H/U P to previous

Scene	Panel
74	2



Dialogue

PEARL: These are real -

HP (os): Parry, Parry, Thrust.

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

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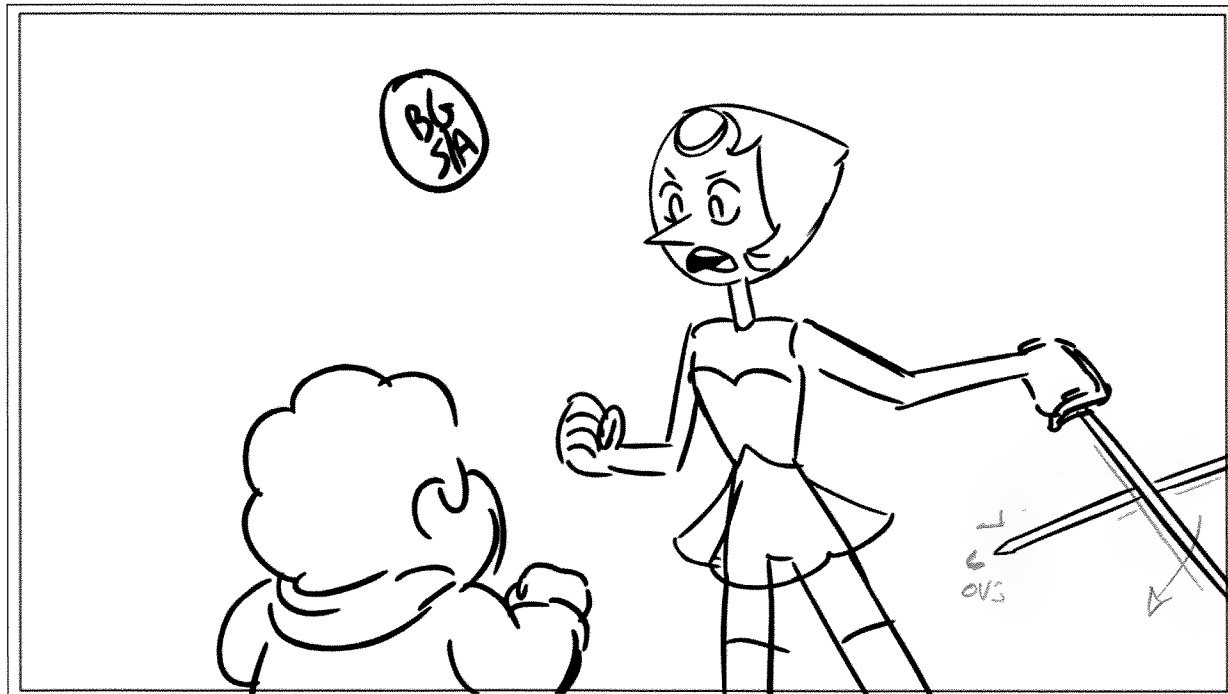
1020.013

1020.013

1020.013



Scene	Panel
74	CONT



Dialogue

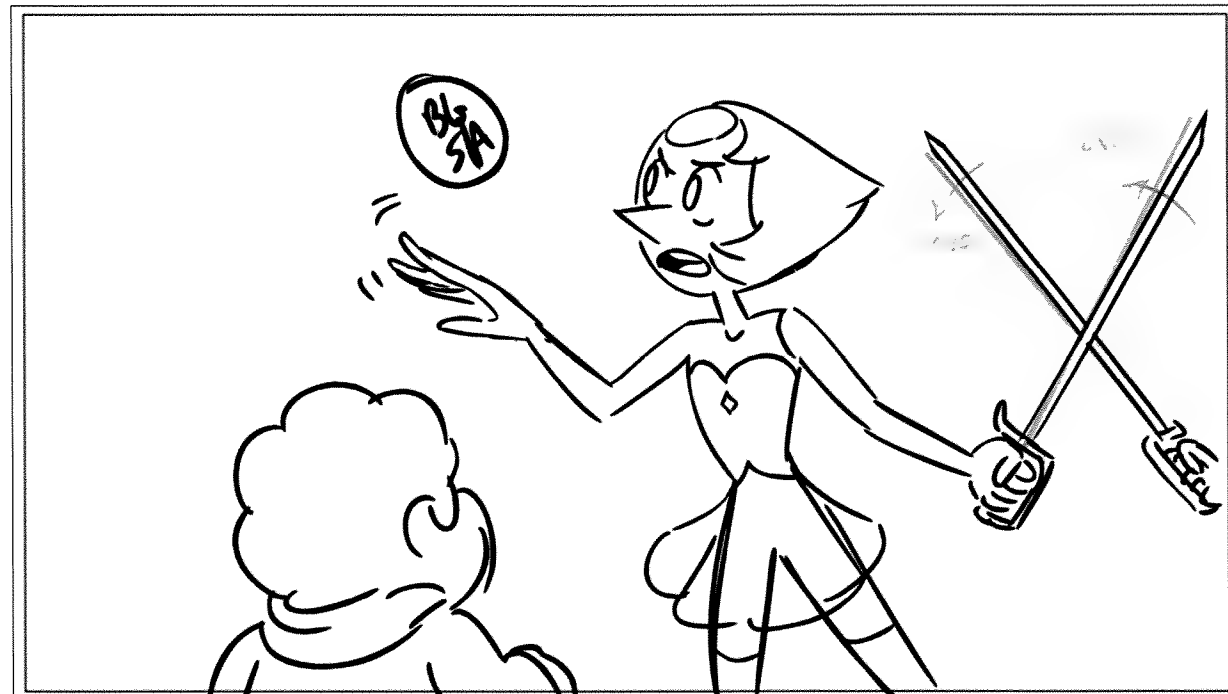
PEARL: -sword techniques!

HP (os): Parry, Parry, Thrust.

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Scene	Panel
74	CONT



Dialogue

PEARL: Not those -

HP (os): Parry, Parry, Thrust.

Action Notes

Pearl waves her fingers.

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

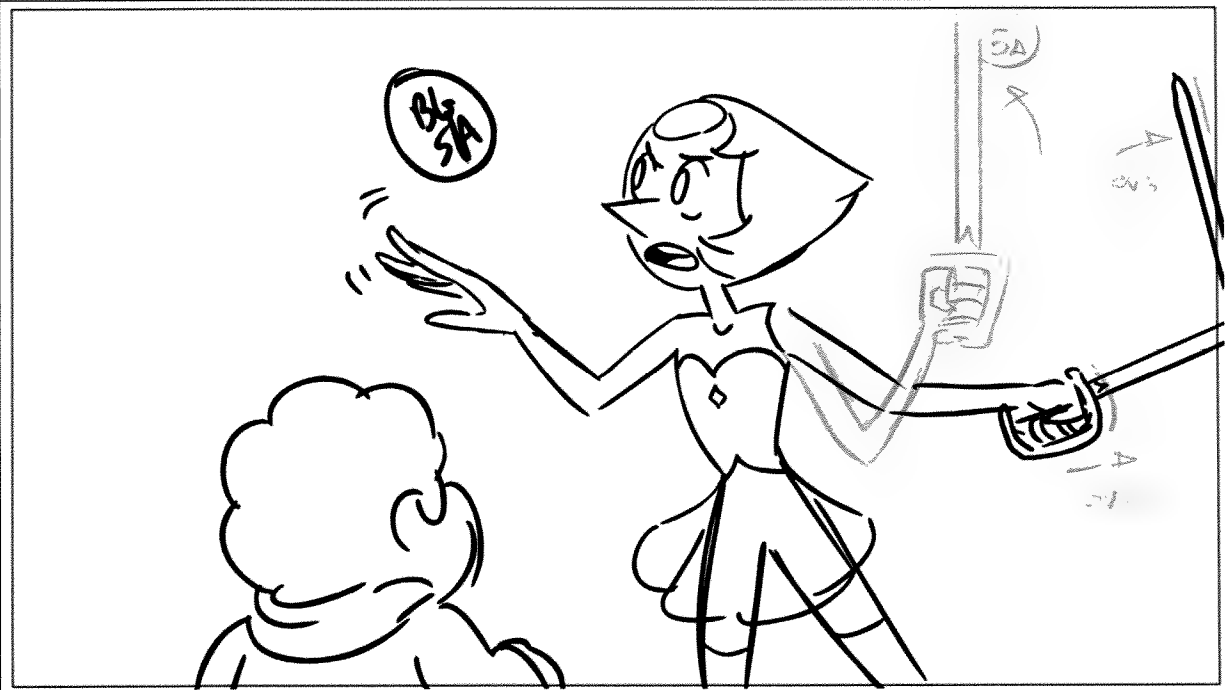
Slugging

Panels 4 to 6 = 3.04

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Scene	Panel	
74	CONT	5



Dialogue

PEARL: -silly things -

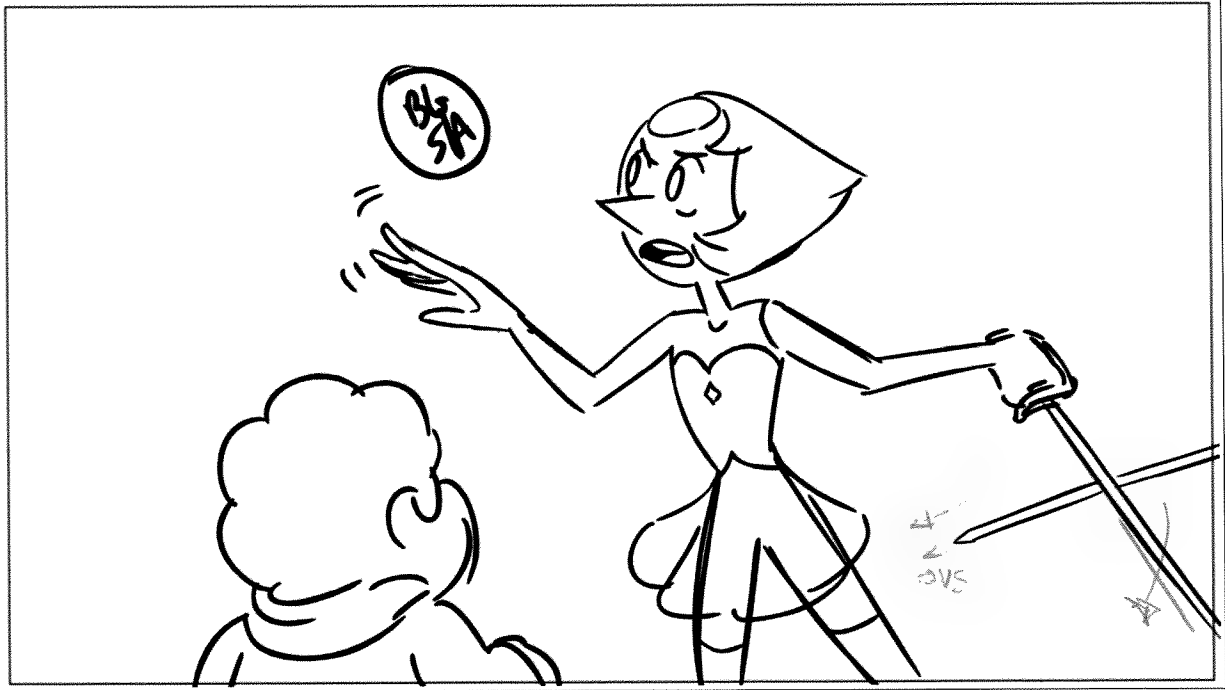
HP (os): Parry, Parry, Thrust.

Action Notes

Pearl waves her fingers.

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Scene	Panel	
74	CONT	6



Dialogue

PEARL: -from your movies!

HP (os): Parry, Parry, Thrust.

Action Notes

Pearl waves her fingers.

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

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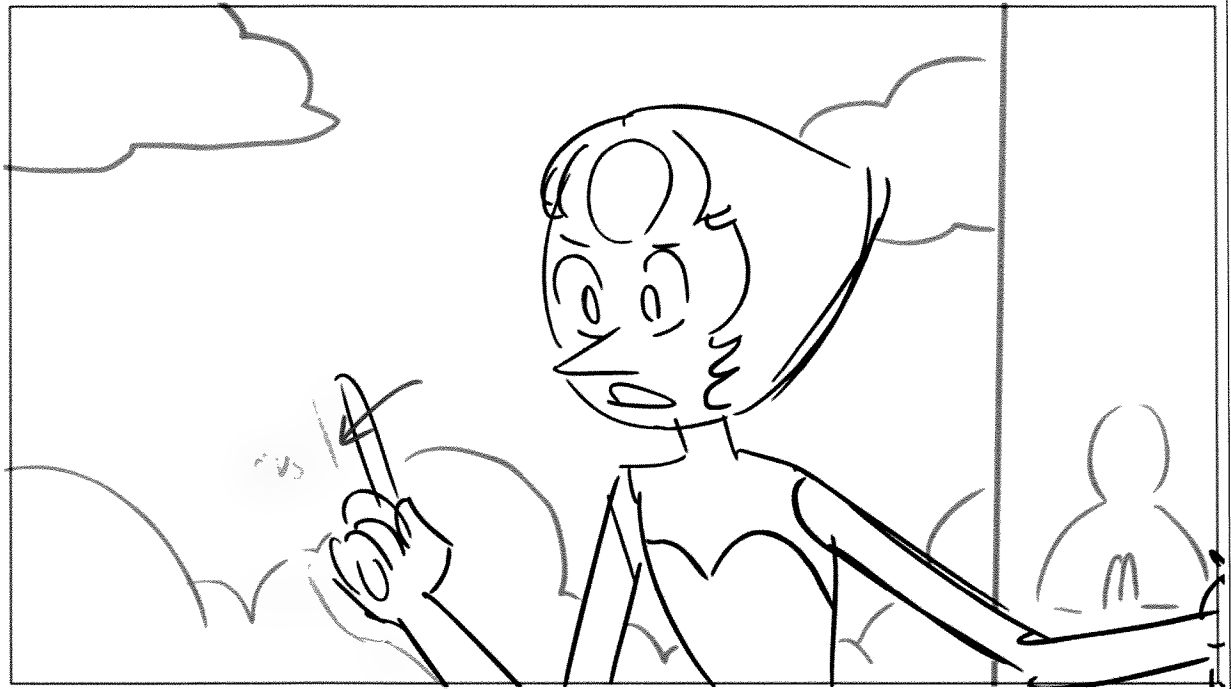
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1020.013

1020.013



Scene	Panel
75	1



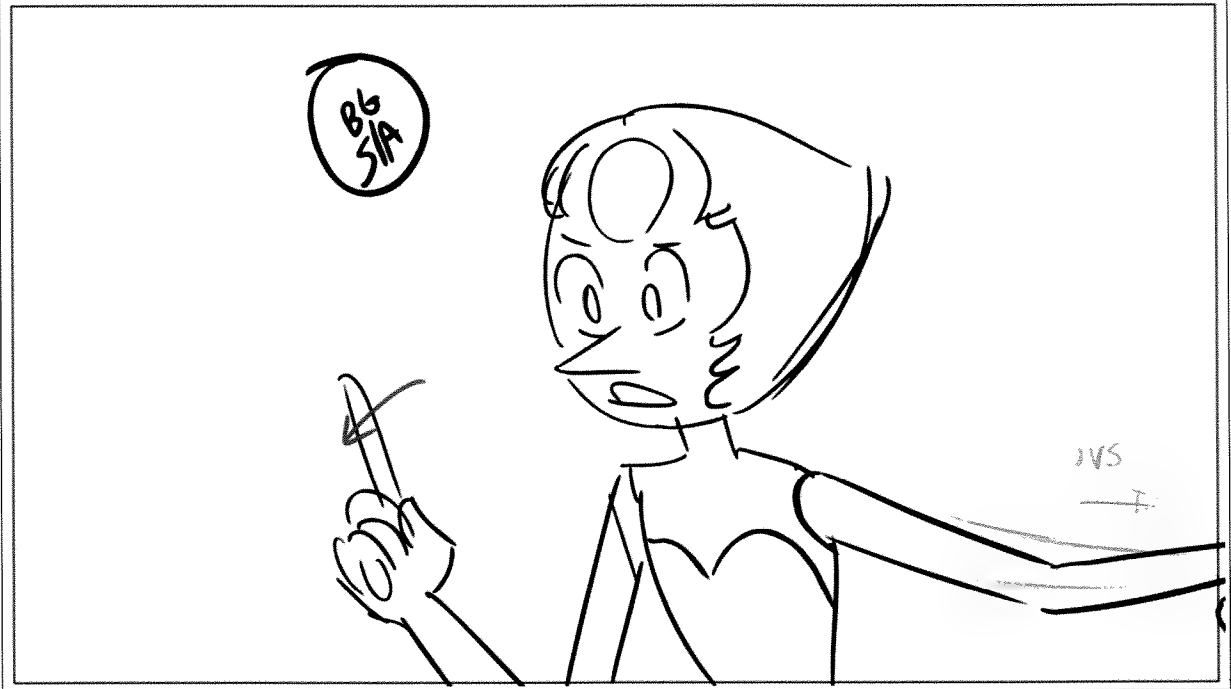
Dialogue
PEARL: Its about -

Action Notes
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Slugging
Panels 1 + 2 = 2.15

Notes
H/U P to previous

Scene	Panel
75	<i>CONT</i> 2



Dialogue
PEARL: -waiting carefully...

Action Notes
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Notes
H/U P to previous

AUG 06 2013

Scene	Panel
75	CONT 3

Dialogue
PEARL: ...for that -
HP (os): Parry, Parry...

Action Notes
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Slugging
Panels 3 to 5 = 1.14

1020.013

Scene	Panel
75	CONT 4

Dialogue
PEARL: -perfect moment -
HP (os): Parry, Parry...

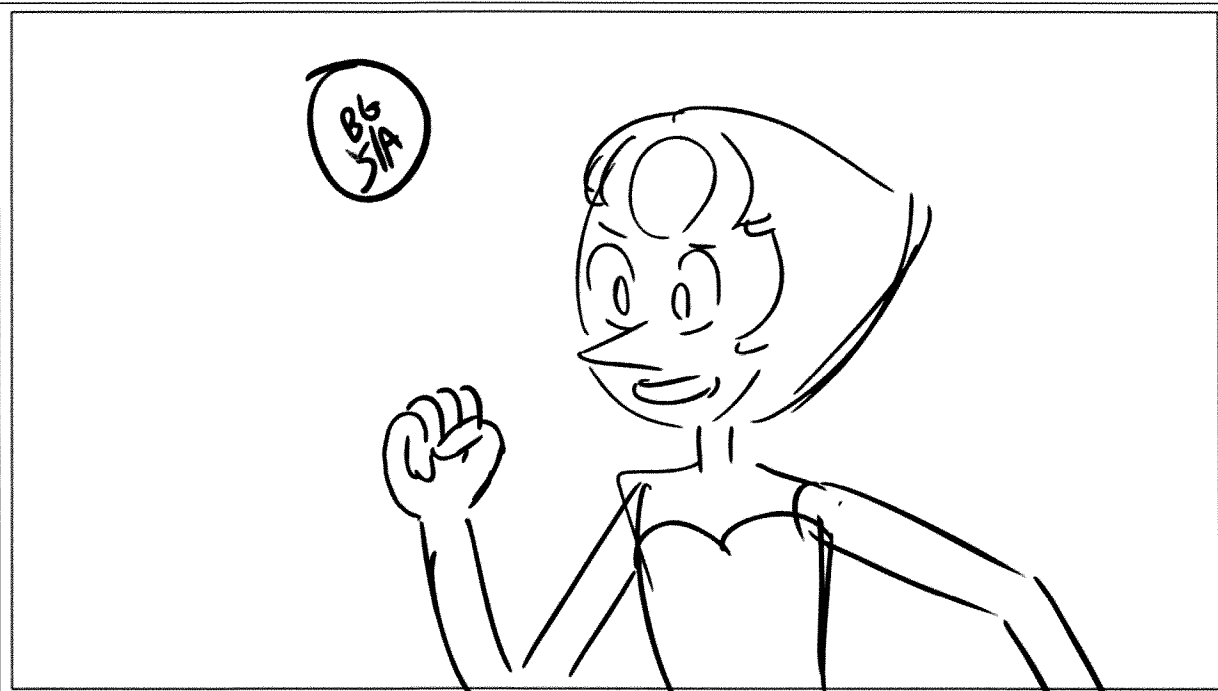
Action Notes
Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

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1020.013



Scene	Panel
75	CONT 5



Dialogue

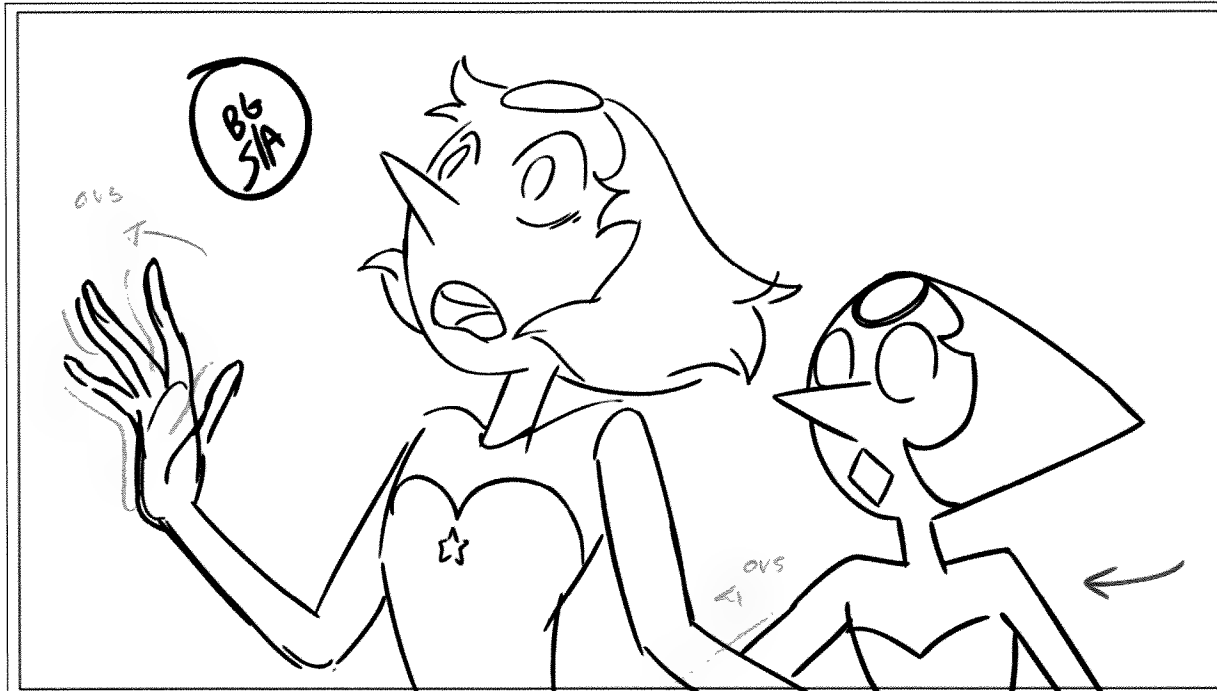
PEARL: -to...

HP (os): Parry, Parry...

Action Notes

Cycle Pearl's arm movements to match dialog track "Parry, parry, thrust"

Scene	Panel
75	CONT 6



Dialogue

HP: Thrust.

Action Notes

Holo-Pearl IN - thrusts her sword into Pearls back.

Pearl is pushed forward.

Slugging

1.01

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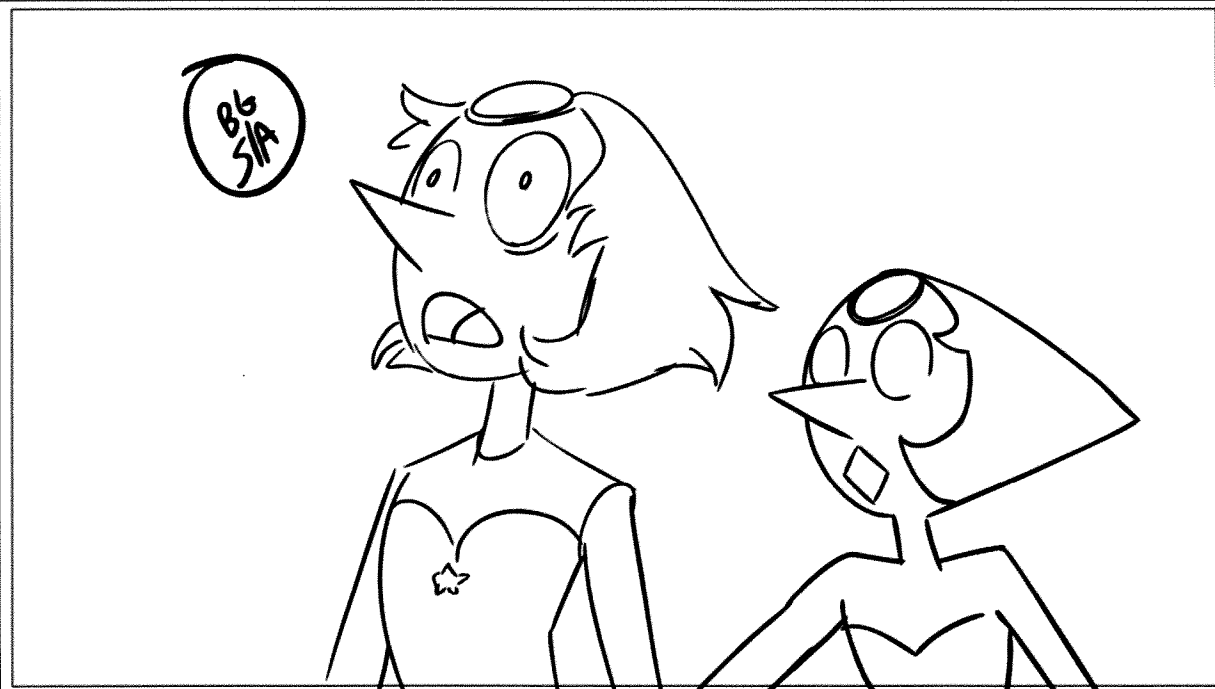
1020.013

1020.013

1020.013



Scene	Panel
75	<i>cont</i> 7



Slugging
1.00

Scene	Panel
76	1



Dialogue
STEVEN: GASP!

Slugging
0.04

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1020.013

1020.013



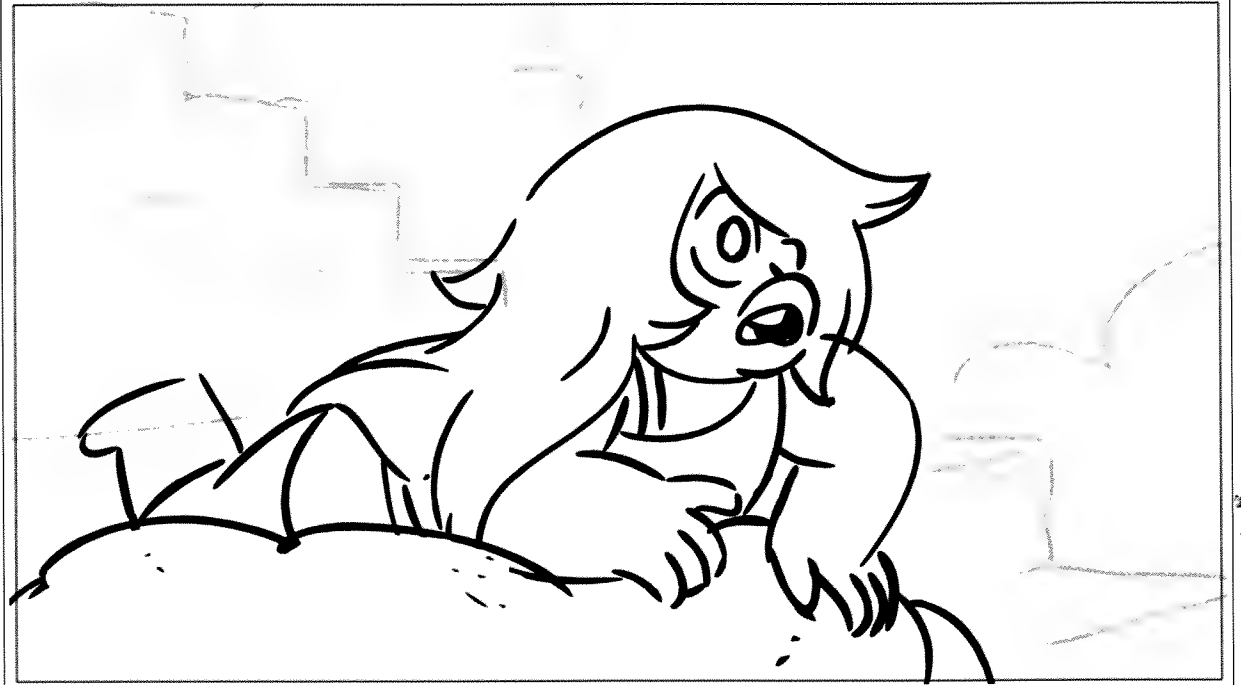
Scene	Panel
76	2



Dialogue
STEVEN: GASP!

Slugging
1.04

Scene	Panel
77	1



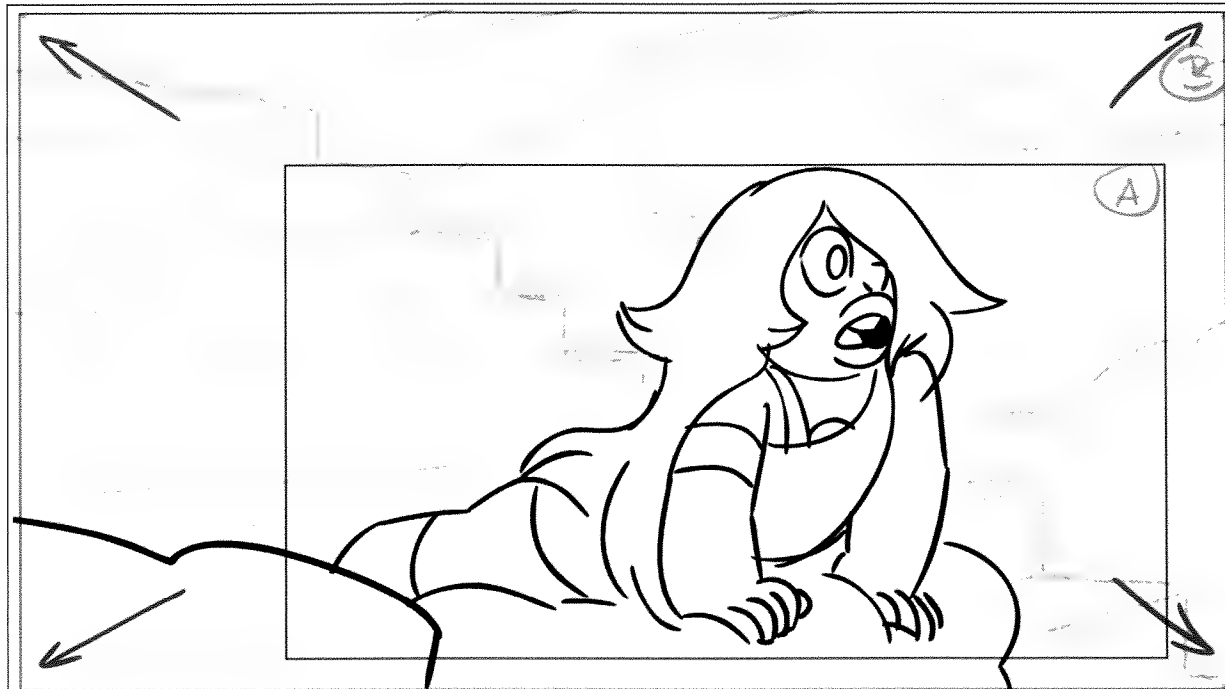
Slugging
0.04

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1020.013

Scene	Panel
77	CONT
2	



Dialogue
AMETHYST: WHOAH!

Action Notes
Camera pulls OUT.

Slugging
ADJ: 0.05
Then HOLD: 0.13

Scene	Panel
77	CONT
3	



Dialogue
GARNET: Oh no.

Action Notes
Garnet IN.

Slugging
1.13

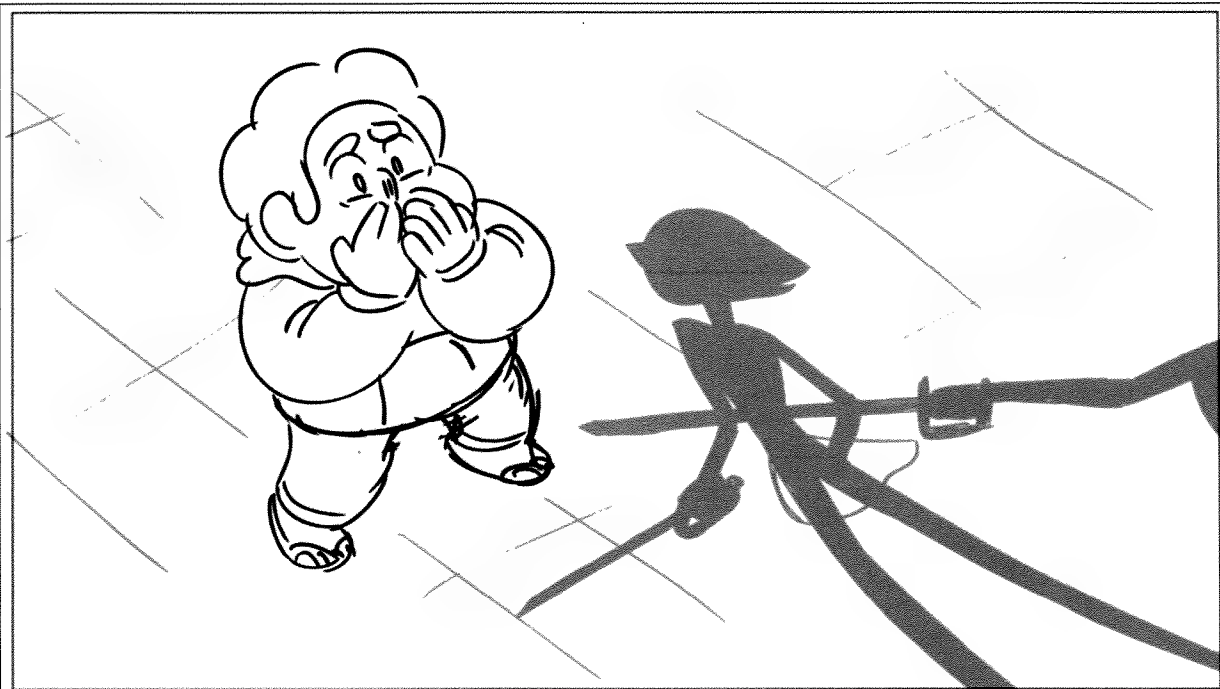
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1020.013

Scene	Panel
78	1



Slugging
1.07

Scene	Panel
78	<i>cont</i> 2



Slugging
0.06

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1020.013

1020.013



Scene	Panel
78	<i>CONT</i>
	3



Action Notes
Steven's head follows the sword dropping O/S.

Slugging
0.04

Scene	Panel
78	<i>CONT</i>
	4



Dialogue
SFX sword clattering to the ground.

Slugging
1.09

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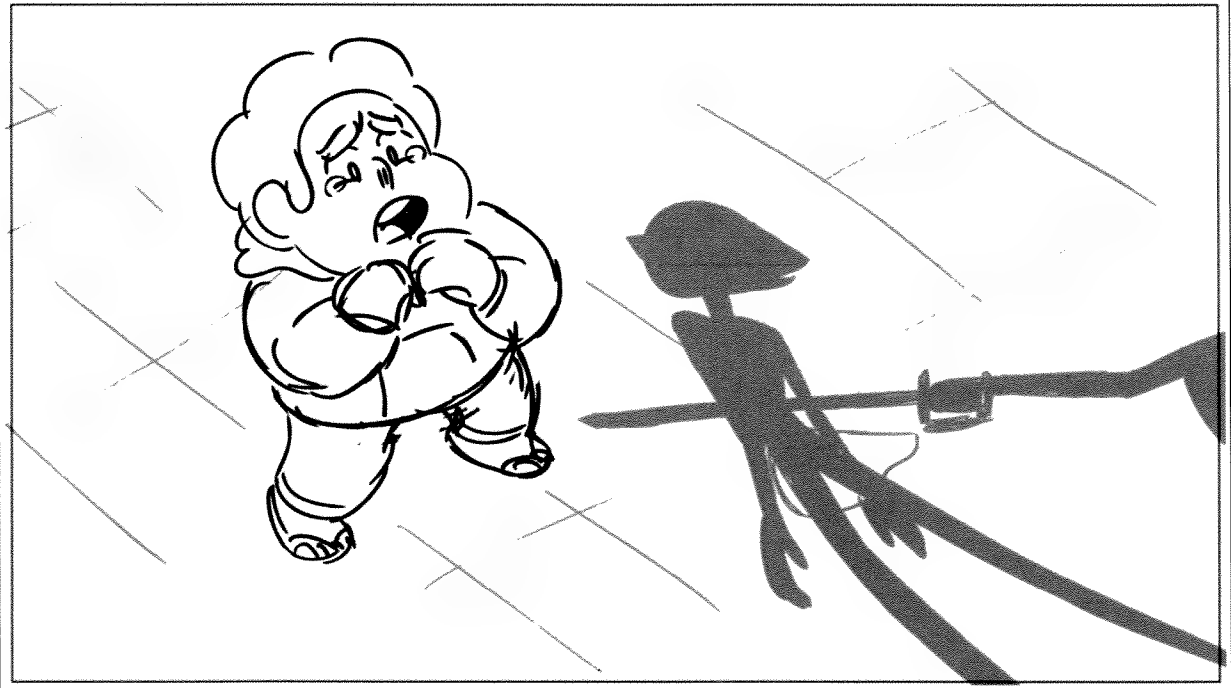
1020.013

1020.013

1020.013



Scene	Panel	
78	CONT	5



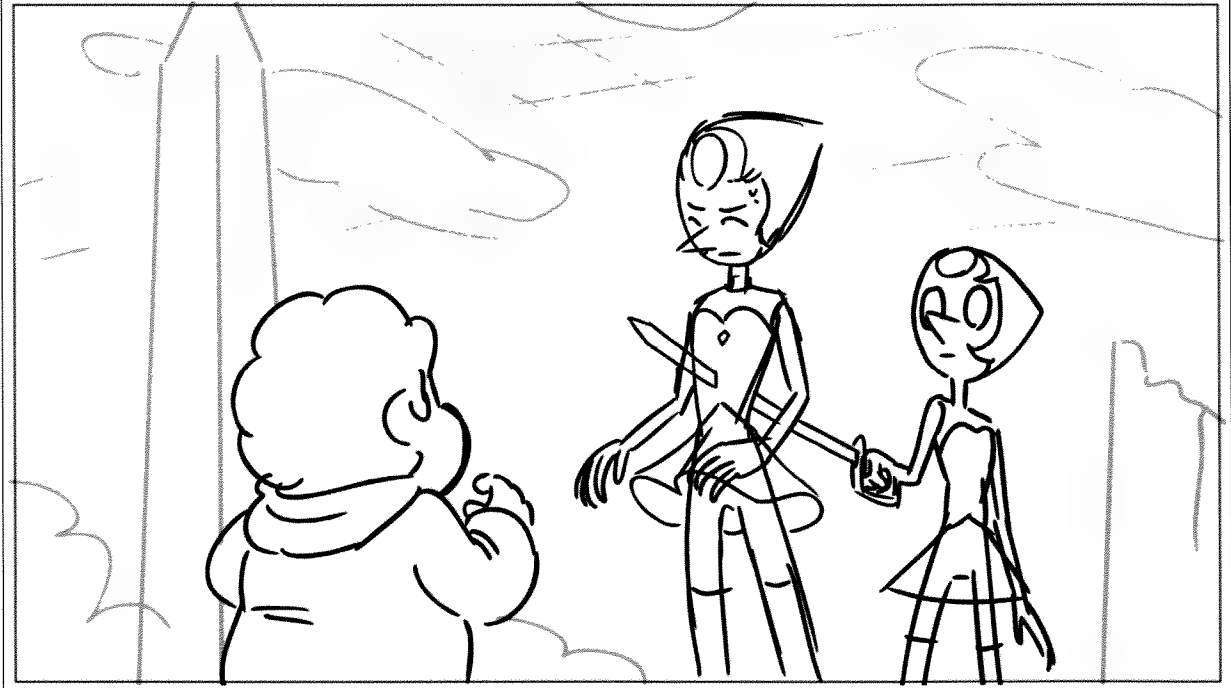
Dialogue

STEVEN: Peeaarrrl?

Slugging

1.05

Scene	Panel	
79		1



Dialogue

PEARL: uuuugggghhh

Slugging

0.04

AUG 0 6 2013

1020.013

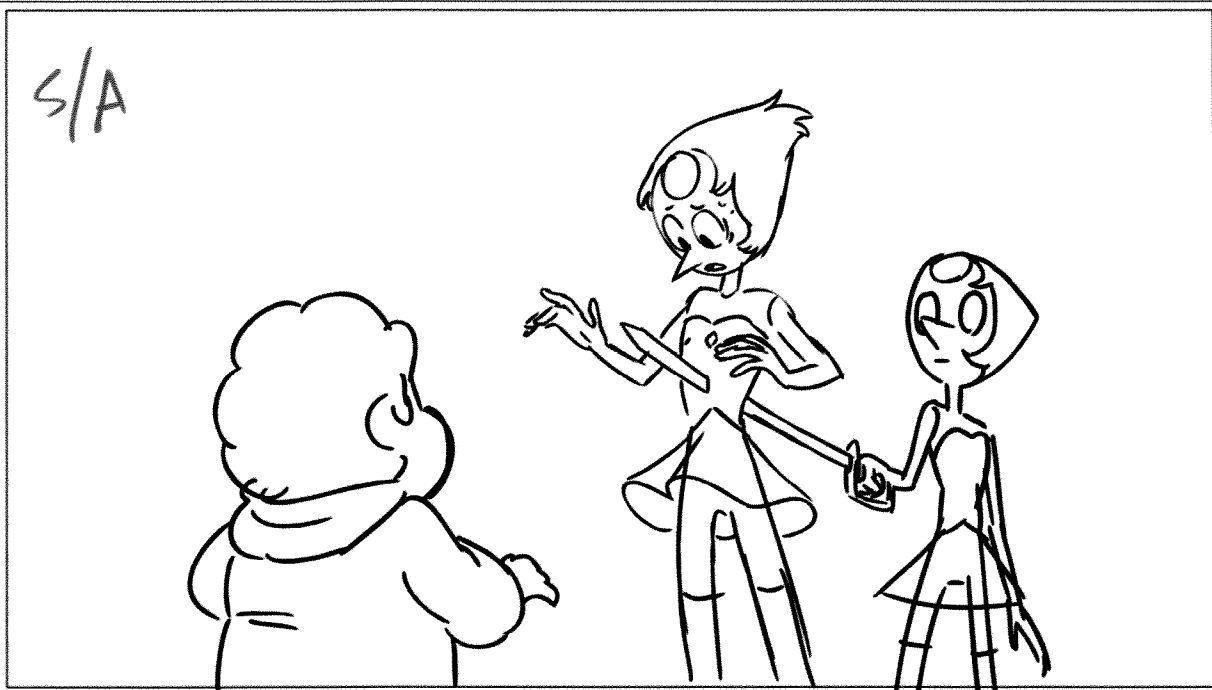
1020.013

1020.013



Scene	Panel
79	<i>CONT</i>

2

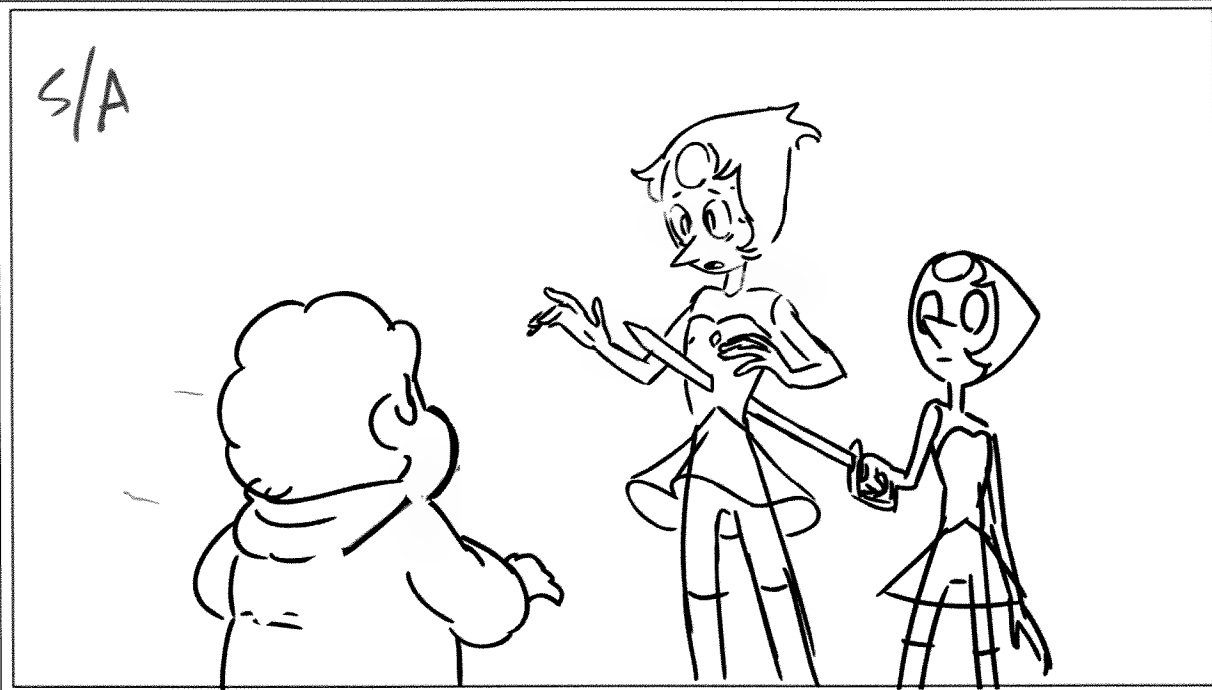


Slugging

0.12

Scene	Panel
79	<i>CONT</i>

3



Dialogue

PEARL: um...

Slugging

0.04

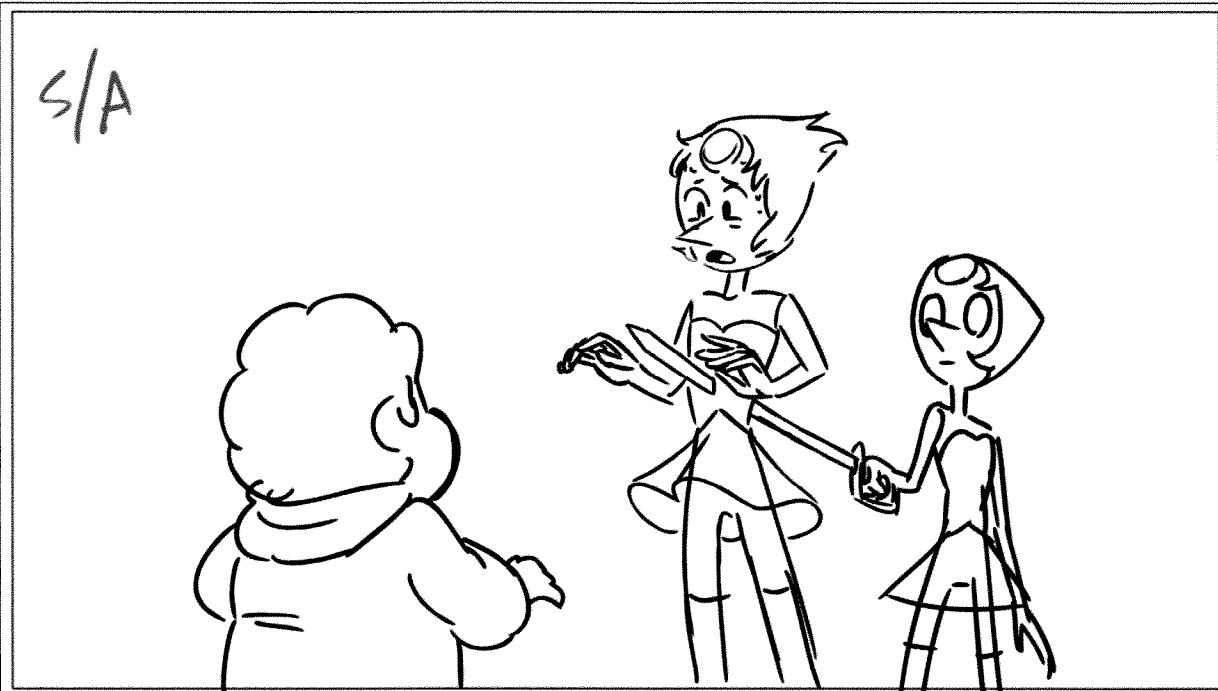
AUG 0 6 2013

1020.013

1020.013

1020.013

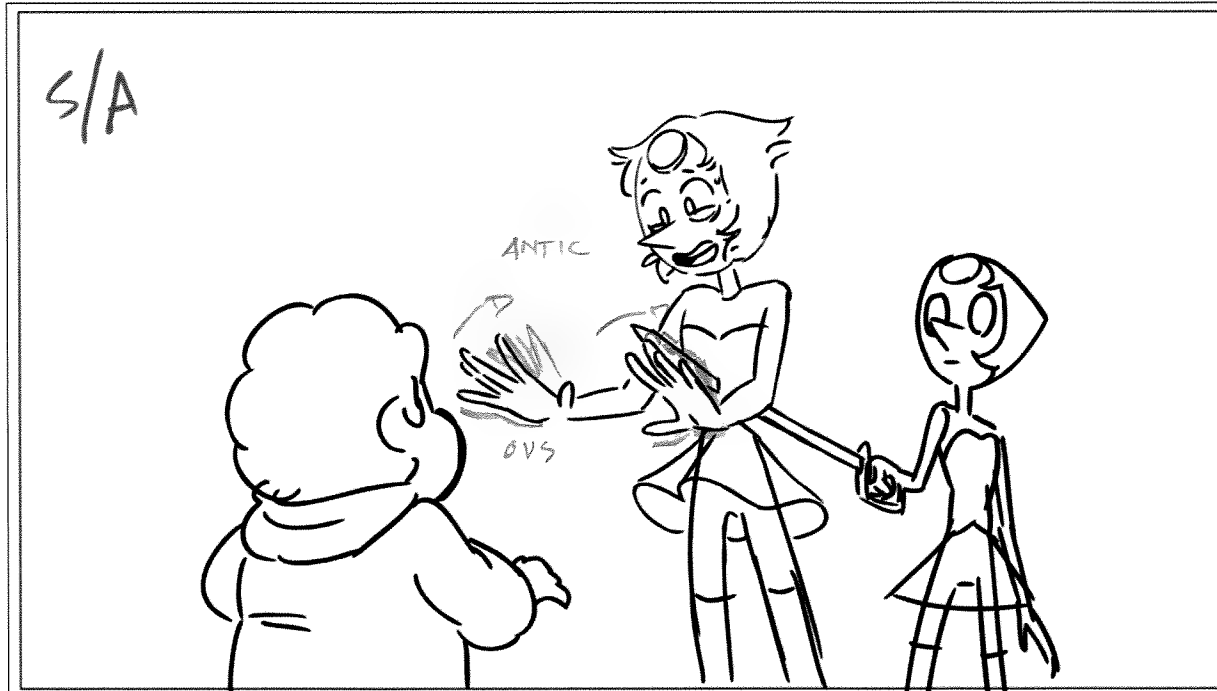
Scene 79 Panel 4
CONT



Dialogue
PEARL: whoopsie daisy...

Slugging
2.02

Scene 79 Panel 5
CONT



Dialogue
PEARL: Steven its okay. I'm gonna be just...

Slugging
4.08

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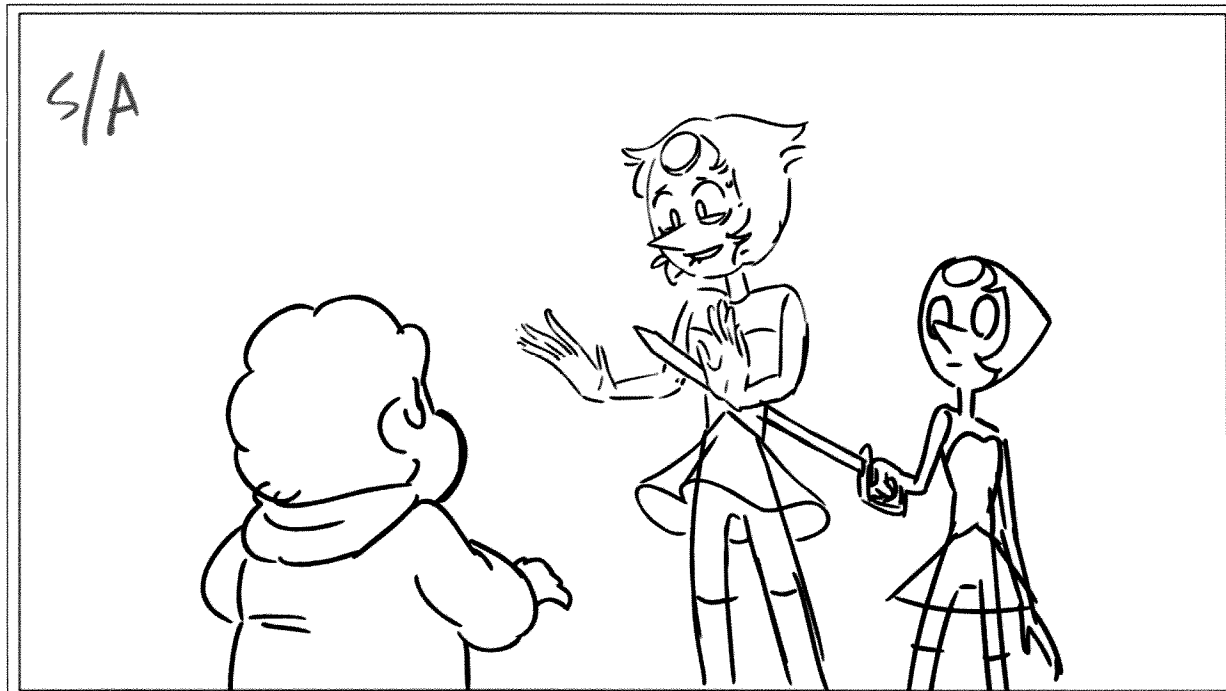
1020.013

1020.013

1020.013

Scene	Panel
79	CONT

6



Dialogue
PEARL: ...fi...

Slugging
0.03

Scene	Panel
79	CONT

7



Dialogue
SFX: *POOF!*

Slugging
0.04

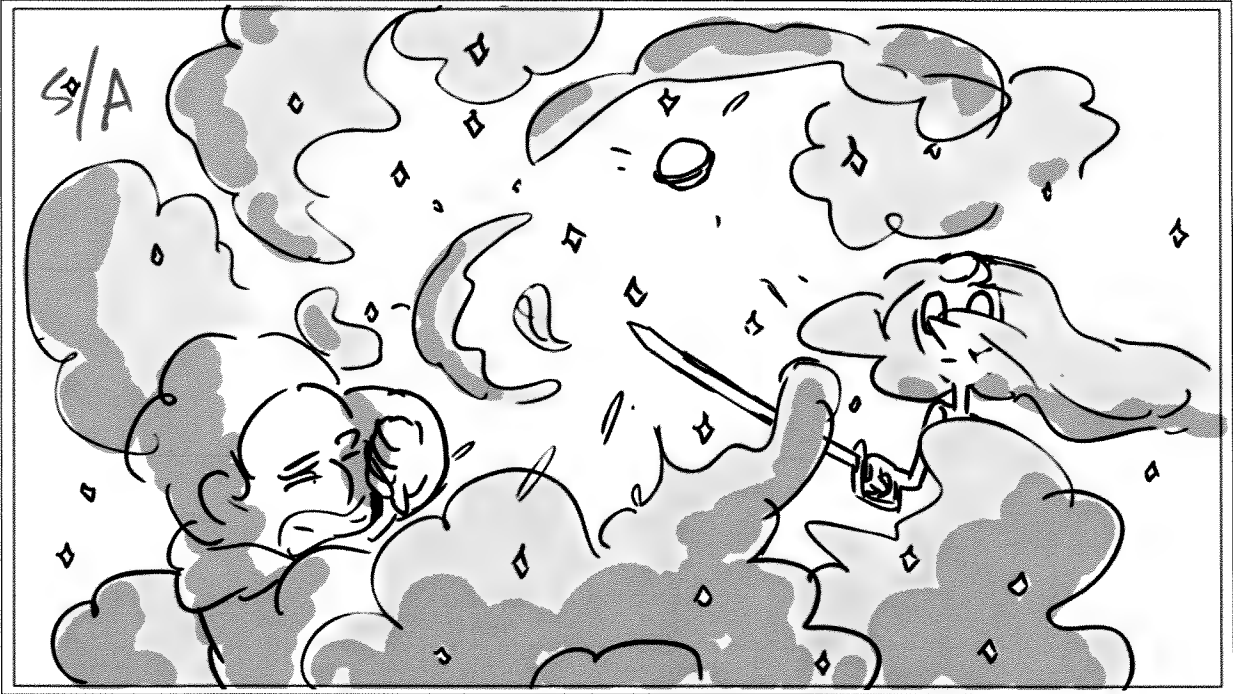
AUG 0 6 2013

1020.013

1020.013

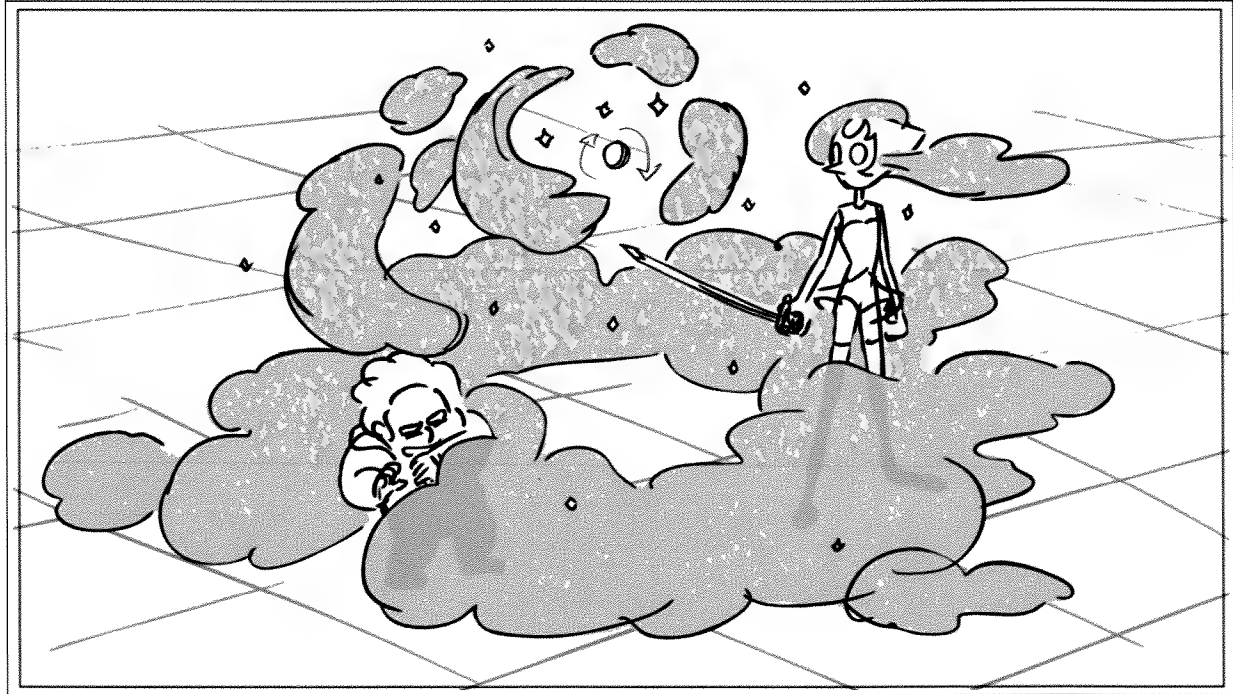
1020.013

Scene	Panel
79	CONT
	8



Slugging
0.06

Scene	Panel
80	
	1



Slugging
0.07

AUG 06 2013

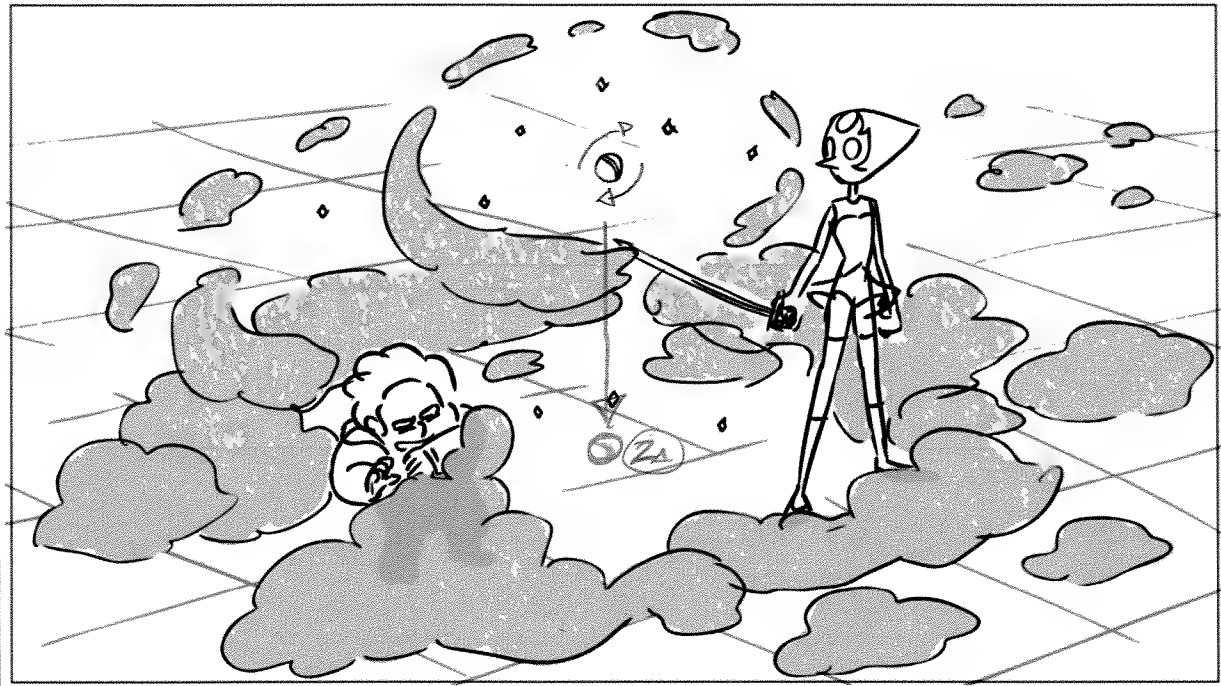
1020.013

1020.013

1020.013



Scene	Panel
80	<i>cont</i> 2



Slugging
1.07

Scene	Panel
81	1



Action Notes
Pearls Gem falls to the ground.

Slugging
0.04

AUG 06 2015

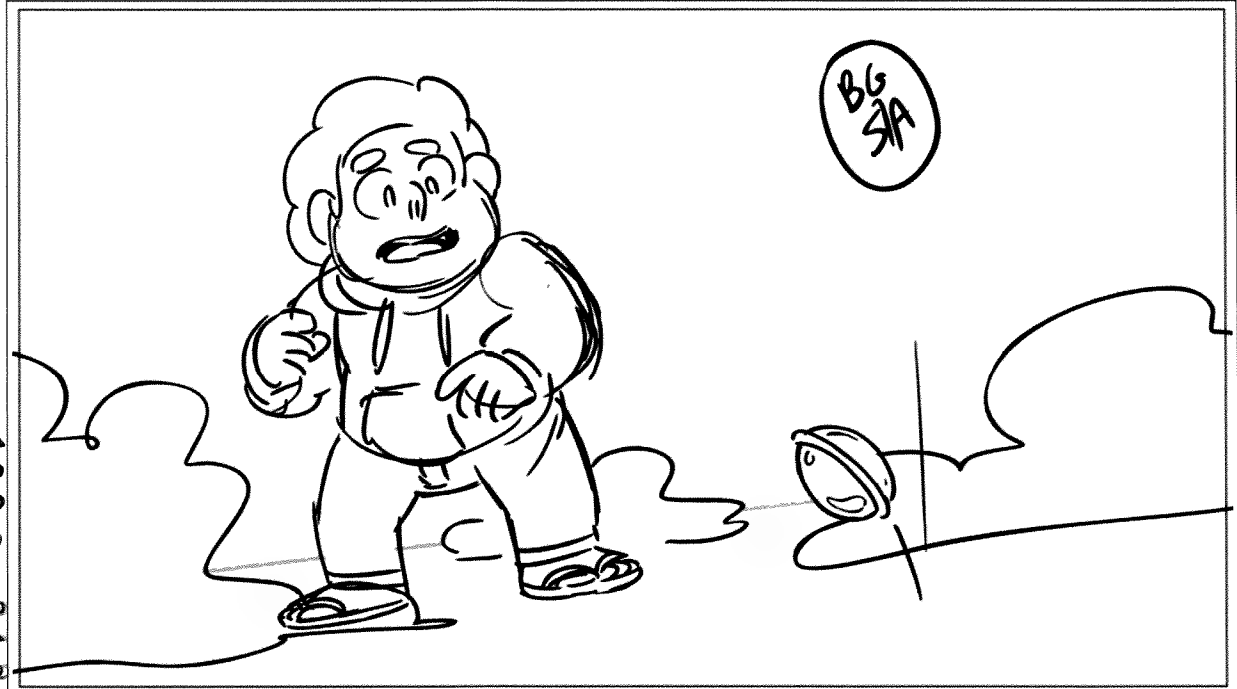
1020.013

1020.013

1020.013



Scene	Panel
81	<i>CONT</i> 2

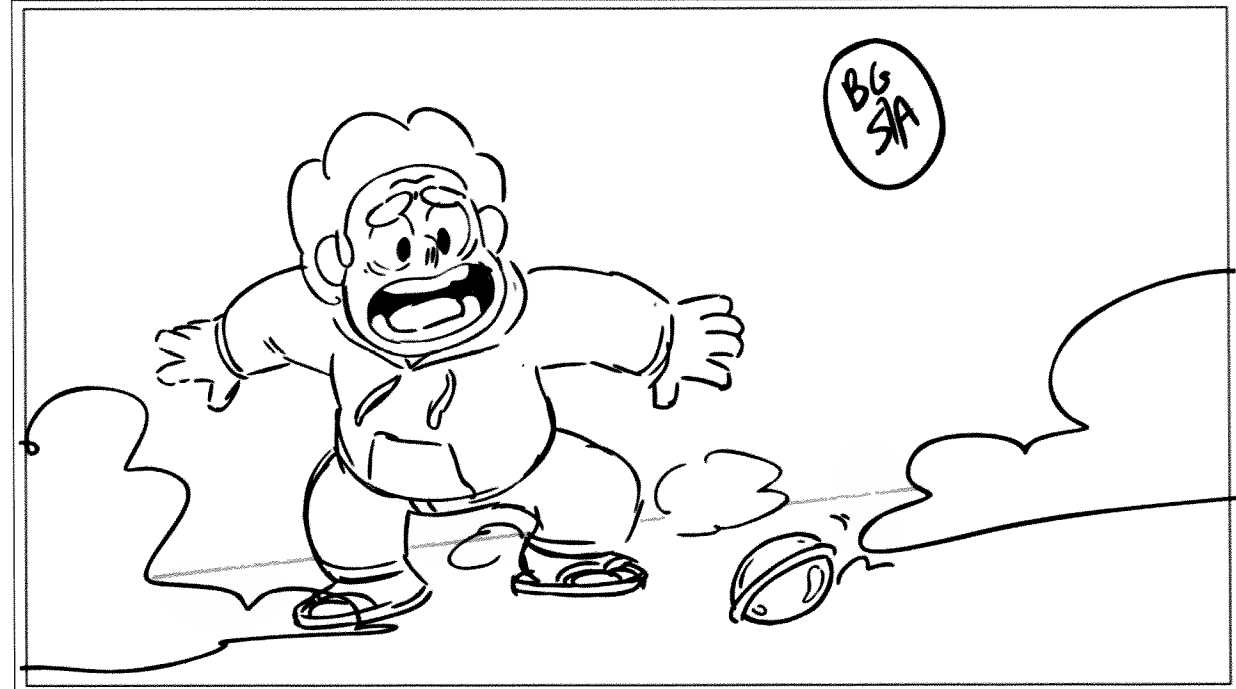


Dialogue
SFX: *Pearl hitting ground*

Action Notes
Pearls Gem bounces off the ground.

Slugging
1.00

Scene	Panel
81	<i>CONT</i> 3



Dialogue
STEVEN: NOOOOOOOO!

Slugging
0.13

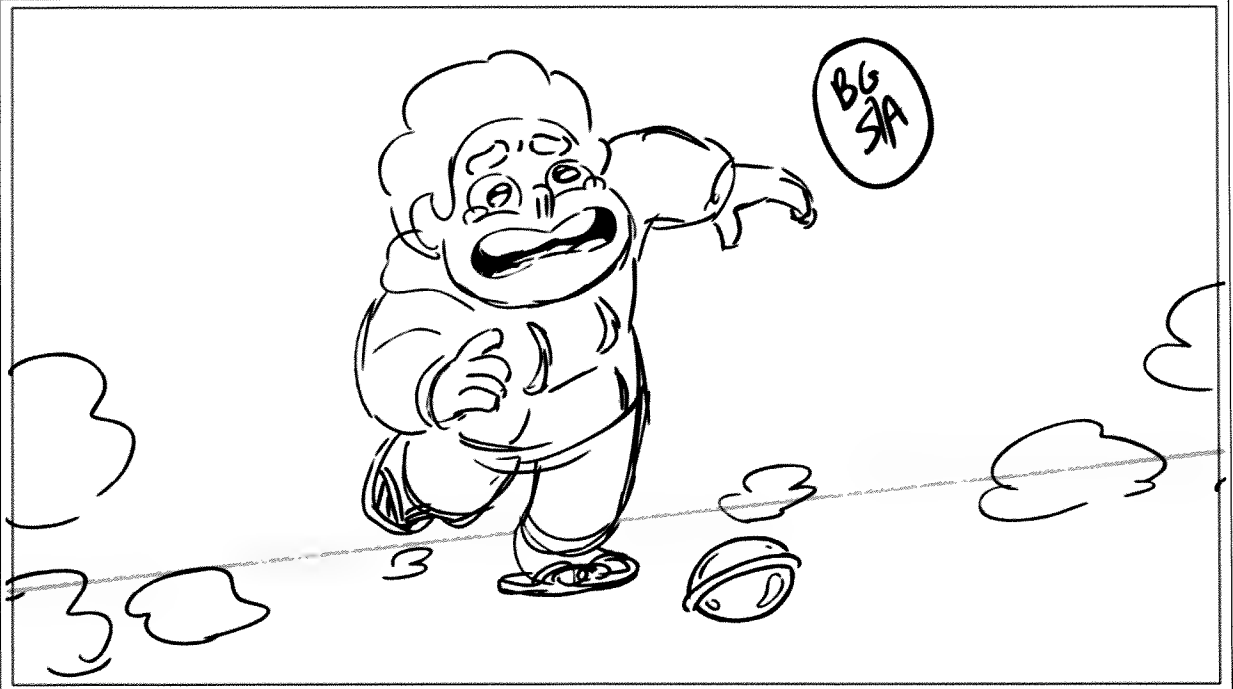
AUG 0 6 2013

1020-013

1020-013

1020-013

Scene	Panel
81	CONT
4	



Dialogue

STEVEN: NOOOOOOOO!

Action Notes

Dust clears.

Slugging

0.11

Scene	Panel
81	CONT
5	



Dialogue

STEVEN: NOOOOOOOO!

Slugging

0.12

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1020.013

Scene	Panel
81	CONT

6



Action Notes

Steven drops to his knees and slide forward on his momentum.

Slugging

1.01

Scene	Panel
81	CONT

7



Action Notes

Big miyazaki tears.

Slugging

0.14

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1020.013

1020.013

1020.013

Scene	Panel
81	CONT
8	



Dialogue
STEVEN: Pearl?

Slugging
0.08

Scene	Panel
81	CONT
9	

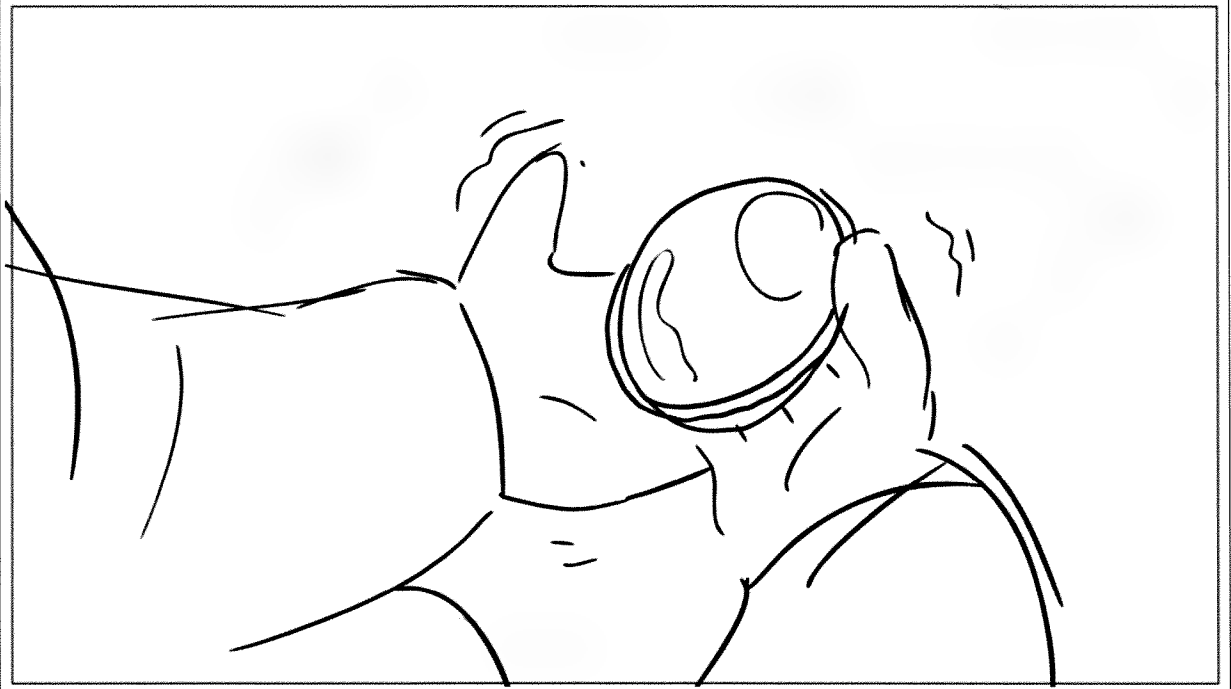


Dialogue
STEVEN: Pearl?

Slugging
1.05

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Scene	Panel
82	1



Dialogue

STEVEN: PEARL!

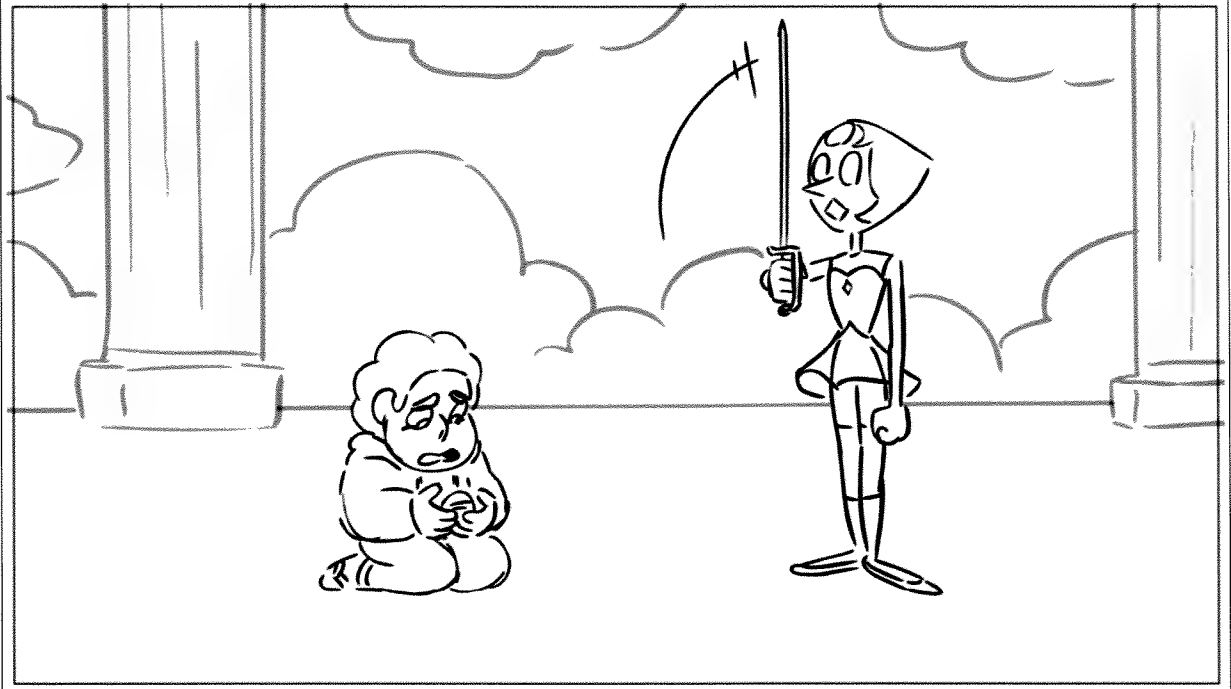
Action Notes

Steven's hands are trembling.

Slugging

2.07

Scene	Panel
83	1



Dialogue

HP: Challenger Defeated.

Action Notes

Holo-Pearl pulls her sword up.

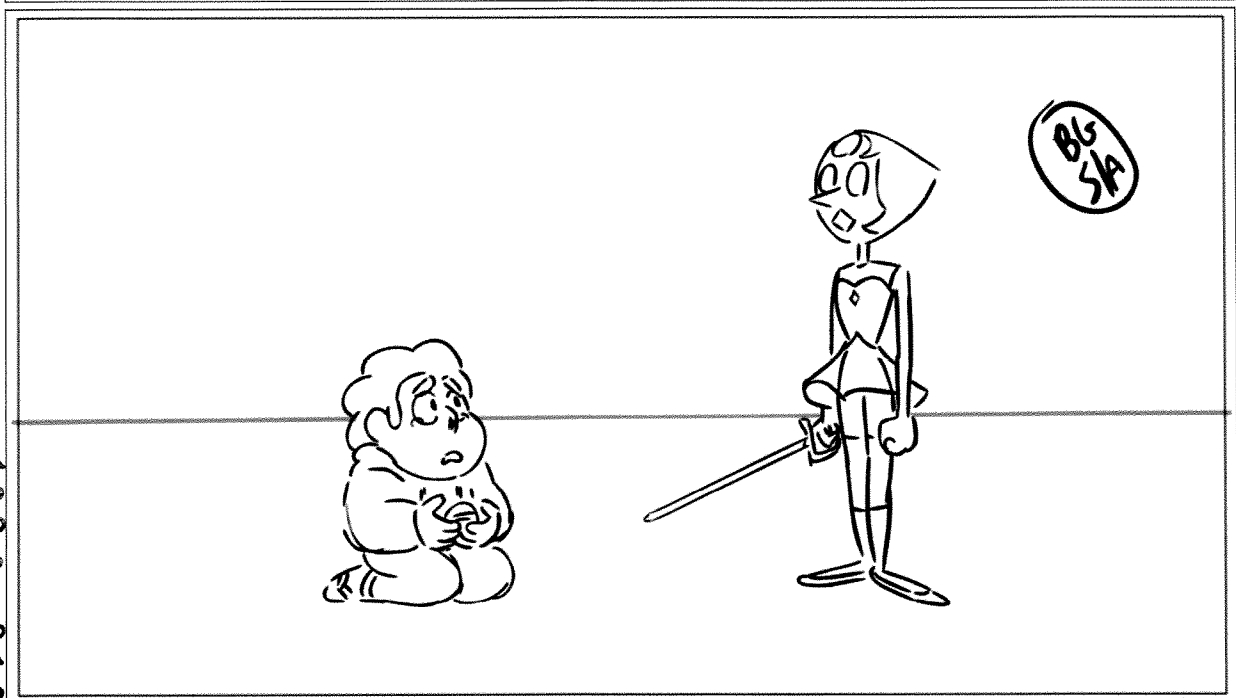
Slugging

2.02

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Scene	Panel	
	83 CONT	2

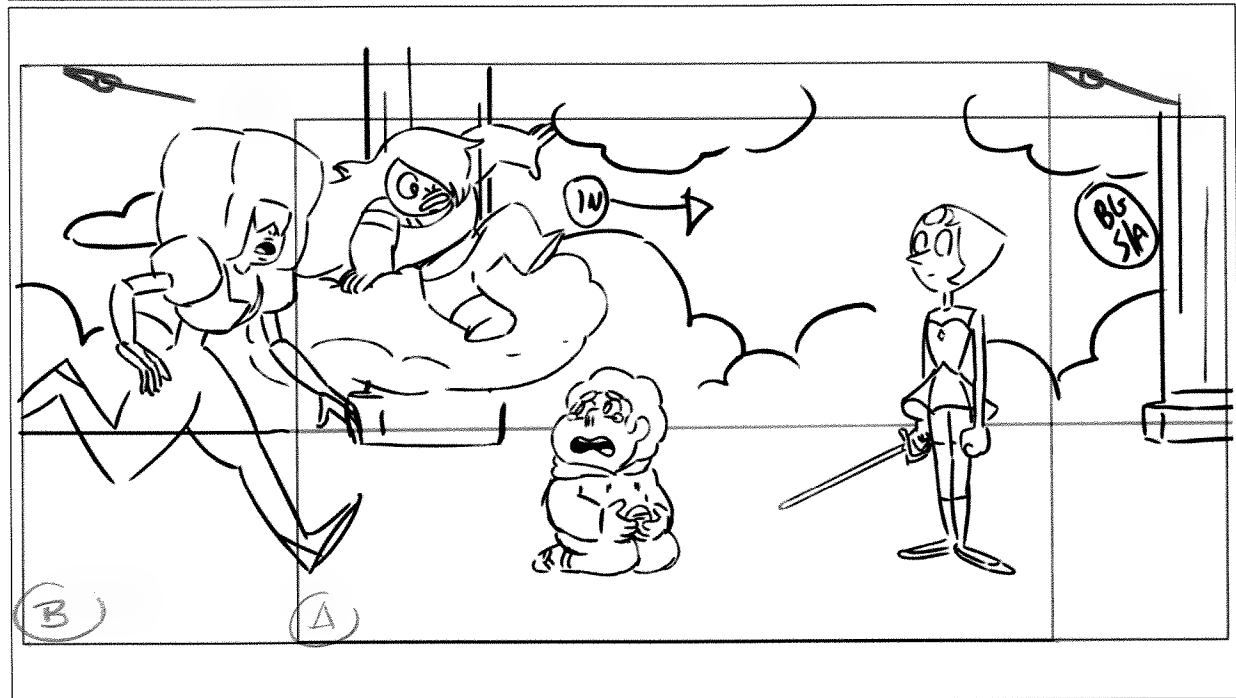


Dialogue
HP: Level One Failed.

Action Notes
Steven looks at Holo-Pearl.

Slugging
2.08

Scene	Panel	
	83 CONT	3



Dialogue
GARNET + AMETHYST: Steven!

Action Notes
Garnet and Pearl enter.
Camera ADJ NW- pulls OUT.

Slugging
ADJ: 0.05
Then HOLD: 1.01

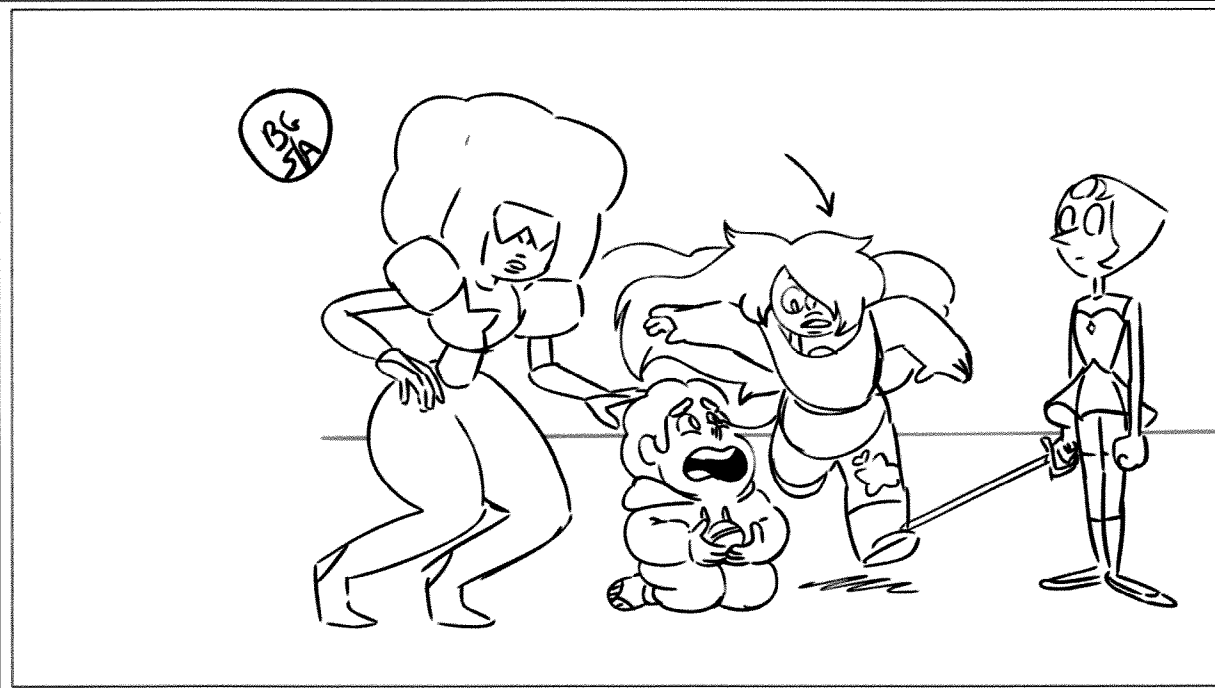
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel 83 CONT	4
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Dialogue

STEVEN: I.. I was just...

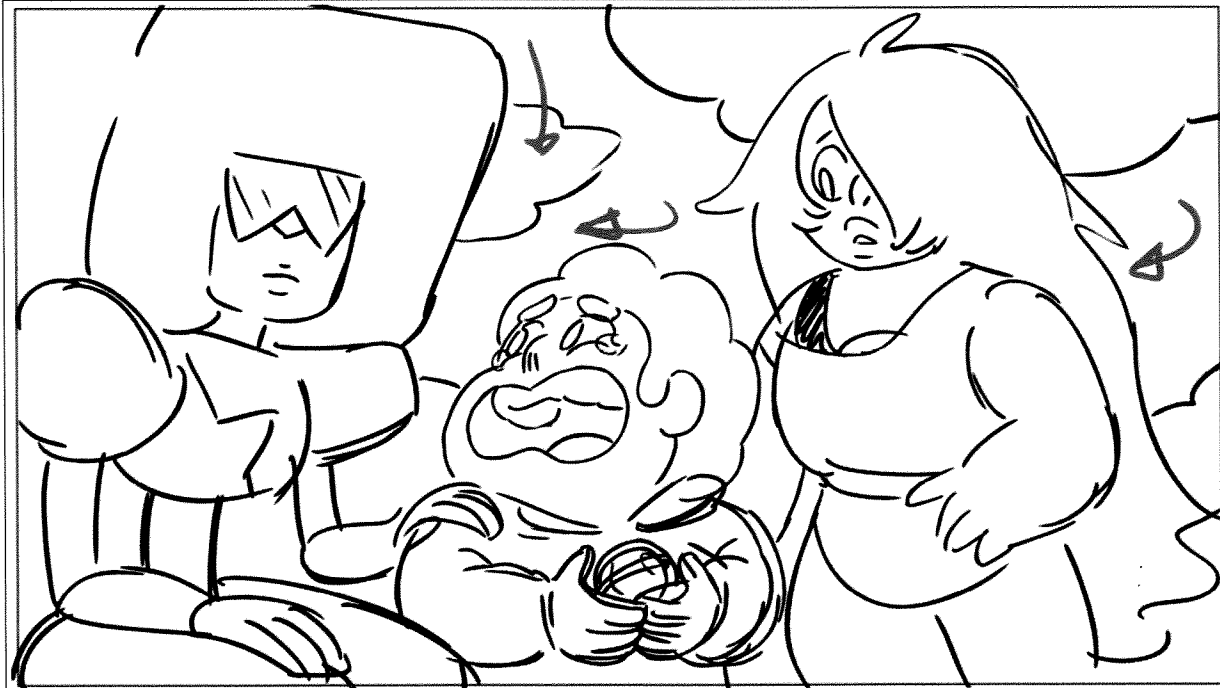
Action Notes

Amethyst hops off her cloud.

Slugging

3.04

Scene	Panel 84	1
-------	-------------	---



Dialogue

STEVEN: and..and she was trying to...

Slugging

2.15

Notes

H.U. ALL to previous scene.

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1020.013

1020.013

1020.013

Scene	Panel
84	CONT
2	

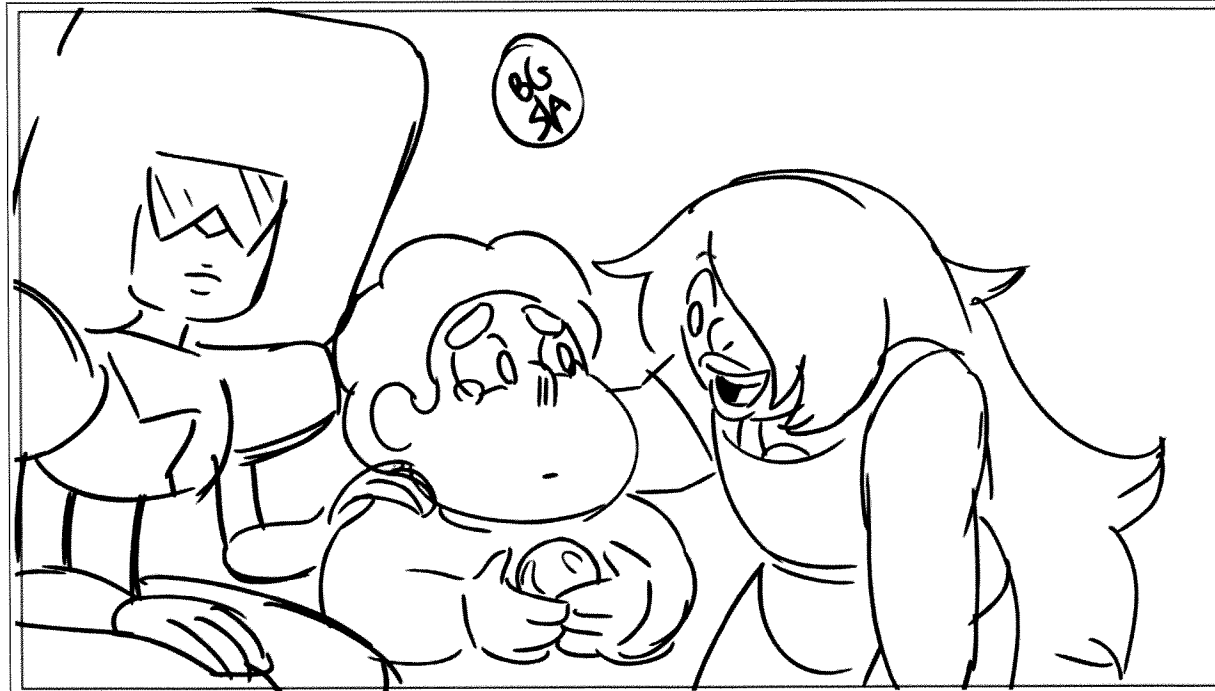


Dialogue
AMETHYST: Steven its okay...

Action Notes
Camera ADJ East.

Slugging
ADJ: 0.05
Then HOLD: 1.05

Scene	Panel
84	CONT
3	



Dialogue
AMETHYST: Pearl's gonna be just fine.

Slugging
2.06

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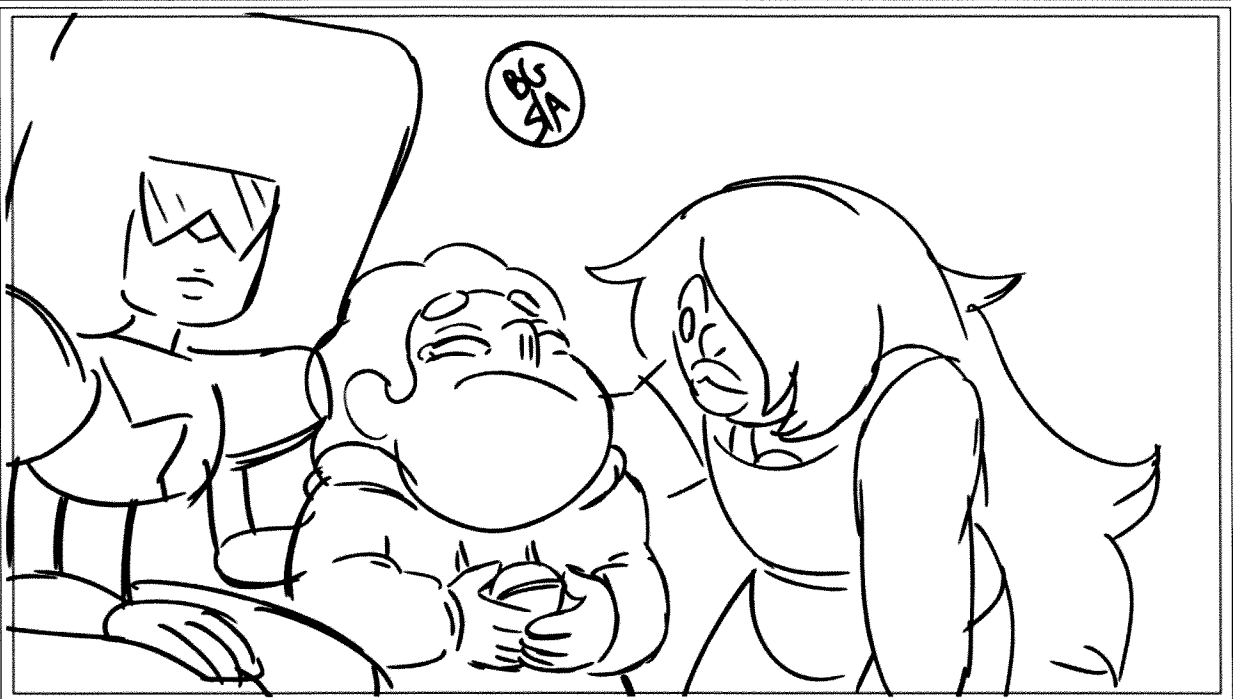
1020.013

1020.013

1020.013



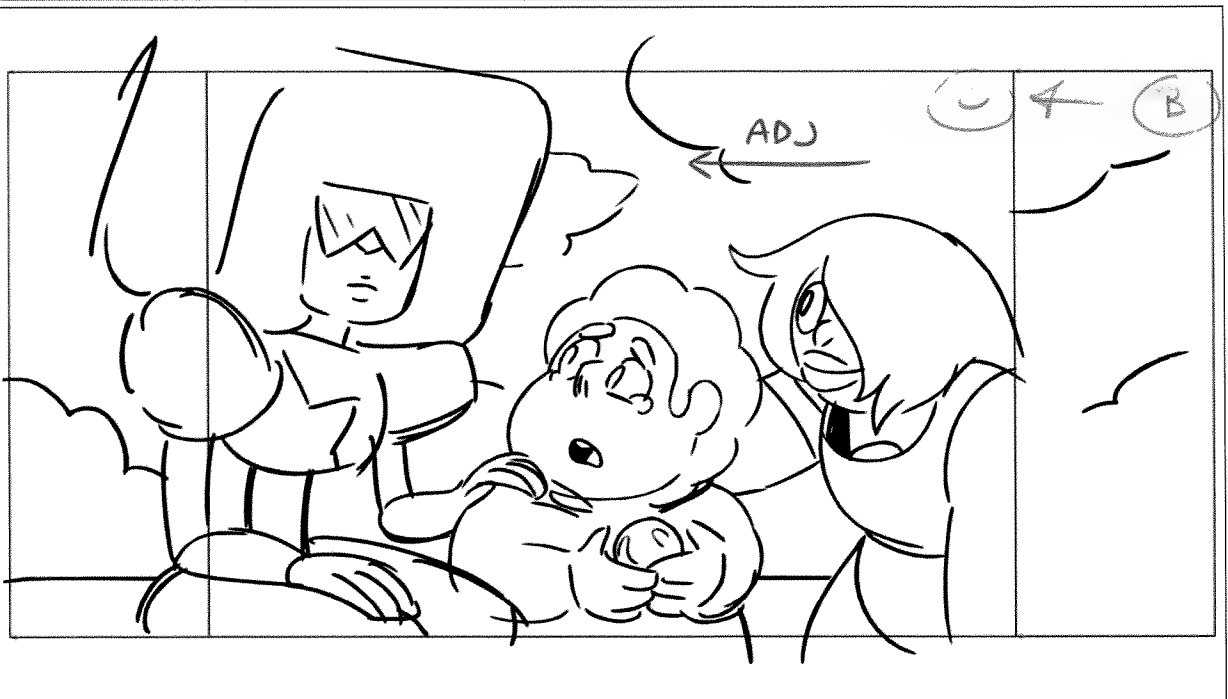
Scene	Panel
84	CONT 4



Dialogue
STEVEN: *Sniff*

Slugging
0.10

Scene	Panel
84	CONT 5



Dialogue
STEVEN: What do you mean?

Action Notes
Camera ADJ West.

Slugging
ADJ: 0.15
Then HOLD: 1.05

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1020.013

1020.013

1020.013

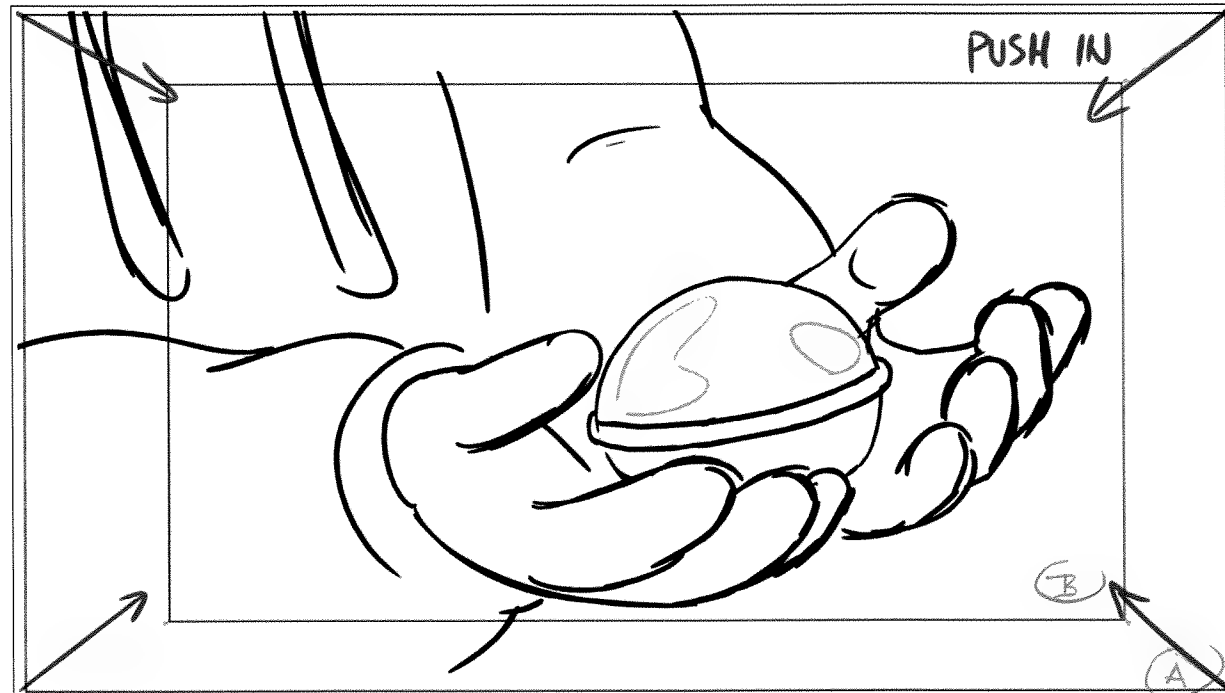
Scene	Panel
85	1



Dialogue
GARNET: Sometimes if our bodies are badly damaged, we release our physical forms...

Slugging
6.10

Scene	Panel
86	1



Dialogue
GARNET (os): ...and retreat to our gems to regenerate.

Action Notes
Camera ADJ - slowly push in.

Slugging
ADJ: 3.12

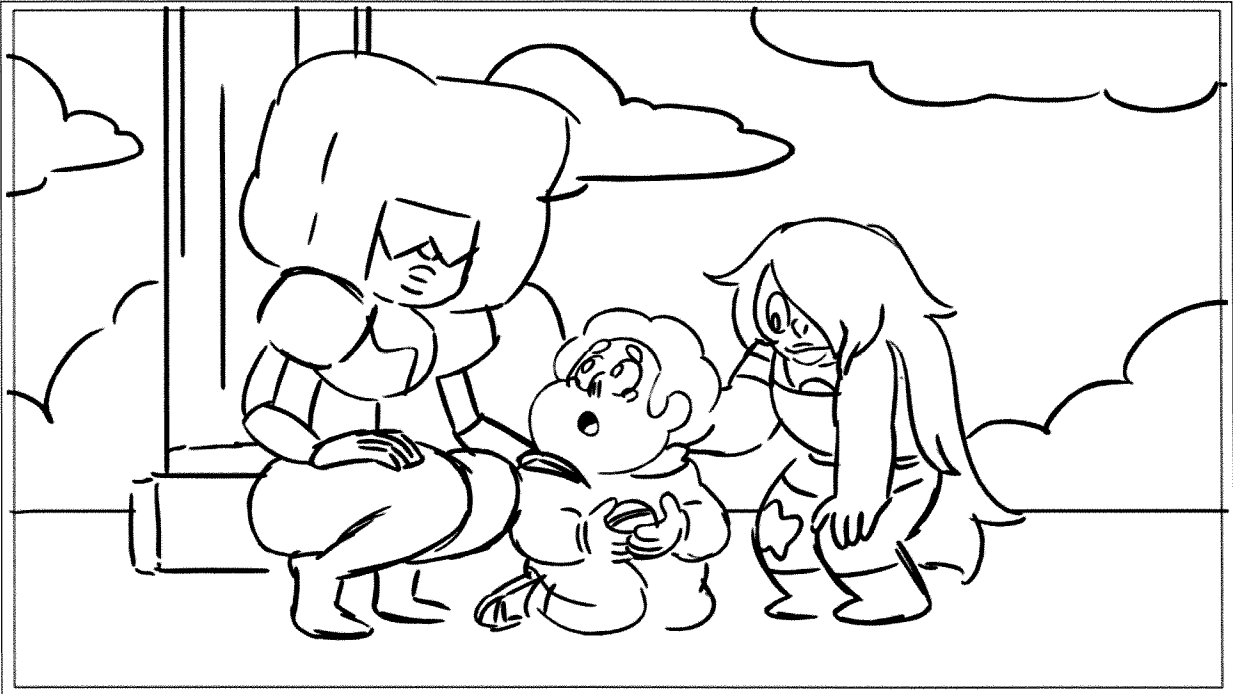
AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
87	1



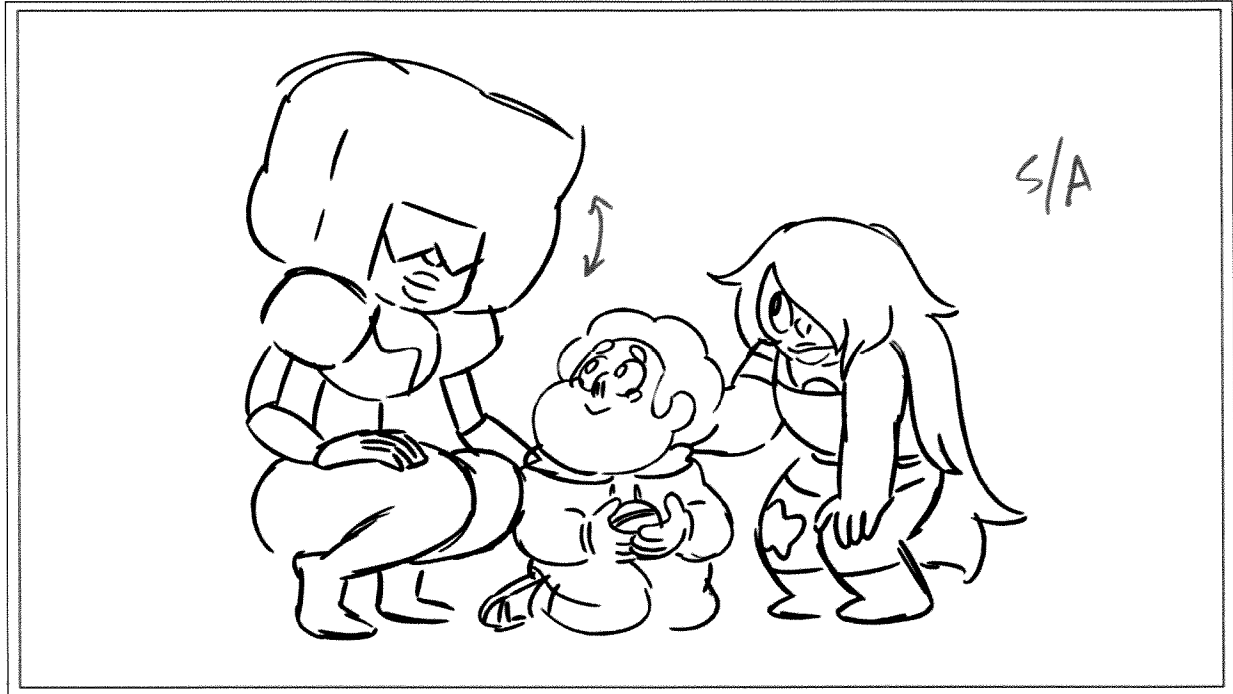
Dialogue

STEVEN: So she's gonna be ok?

Slugging

2.13

Scene	Panel
87	2



Action Notes

Garnet NODS her head.

Amethyst looks at Garnet.

Slugging

0.14

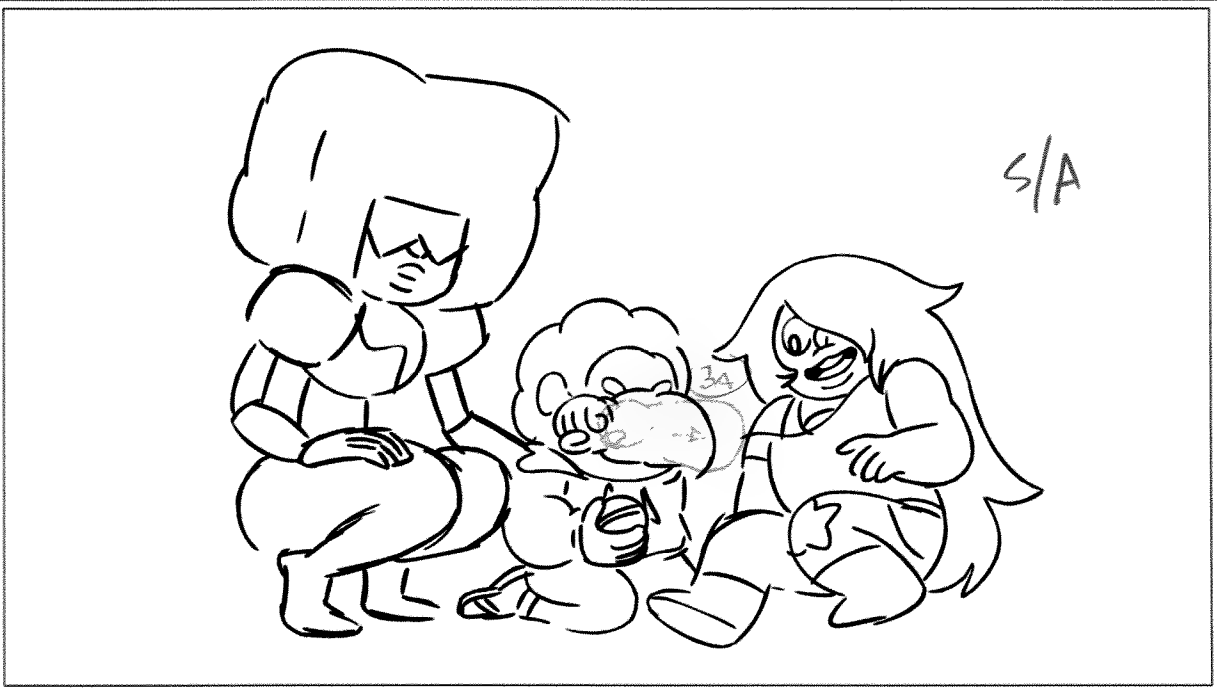
AUG 06 2013

1020.013

1020.013

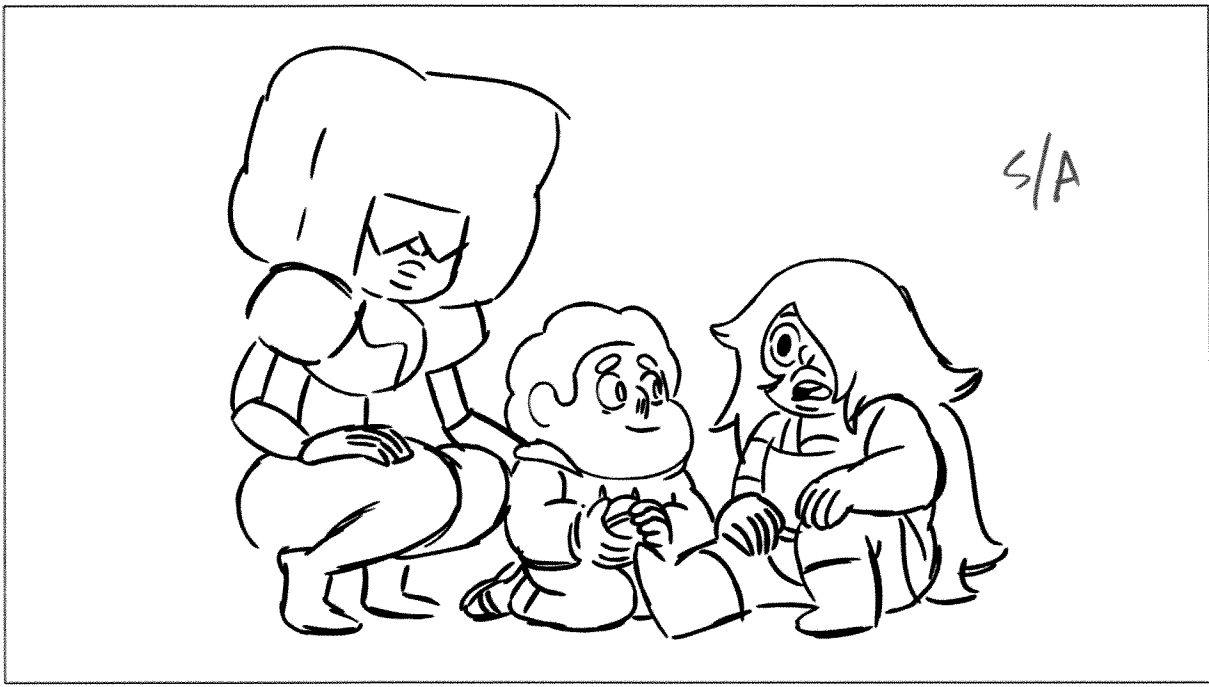
1020.013



Scene	Panel	
	87	<i>CONT</i> 3
		
Dialogue		
AMETHYST: Don't worry bud..		
Action Notes		
Steven whips his tears away with his sleeve.		
Slugging		
2.06		

Scene	Panel	
	87	<i>CONT</i> 4
		
Dialogue		
AMETHYST: ...this kinda thing just happens sometimes...		
Slugging		
3.05		
AUG 0 0 2010		

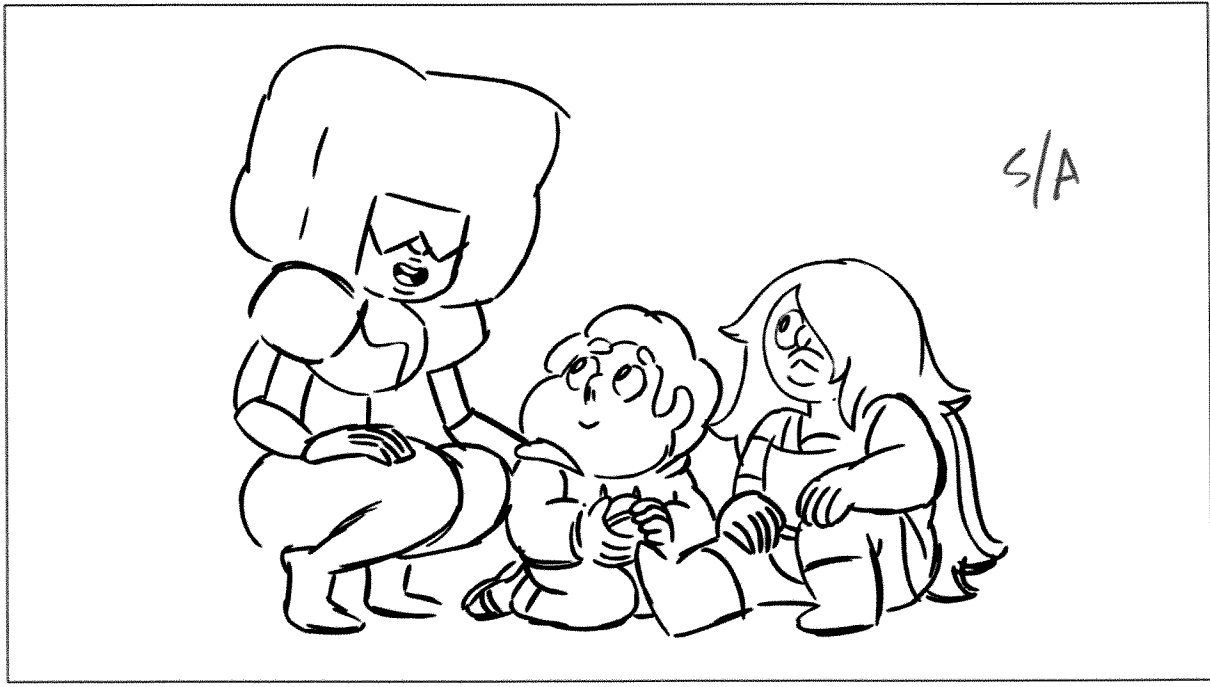
Scene	Panel
87	CONT
5	



Dialogue
AMETHYST: ...usually to me.

Slugging
1.10

Scene	Panel
87	CONT
6	



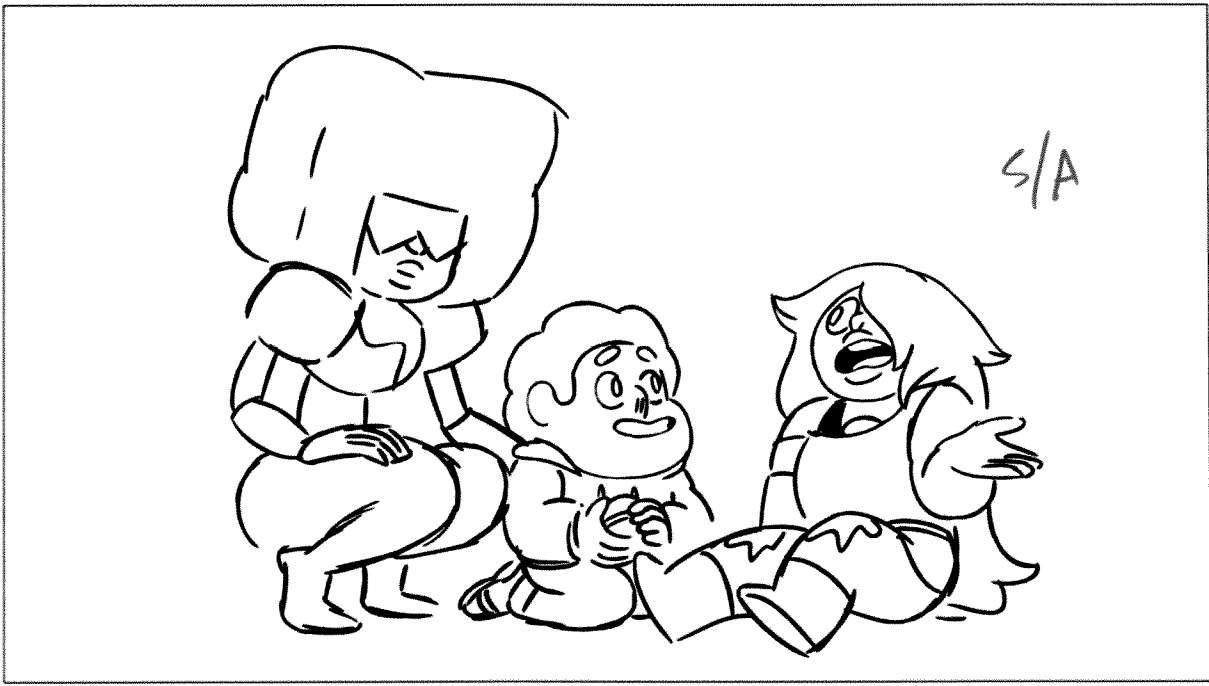
Dialogue
GARNET: Always to you.

Slugging
2.00

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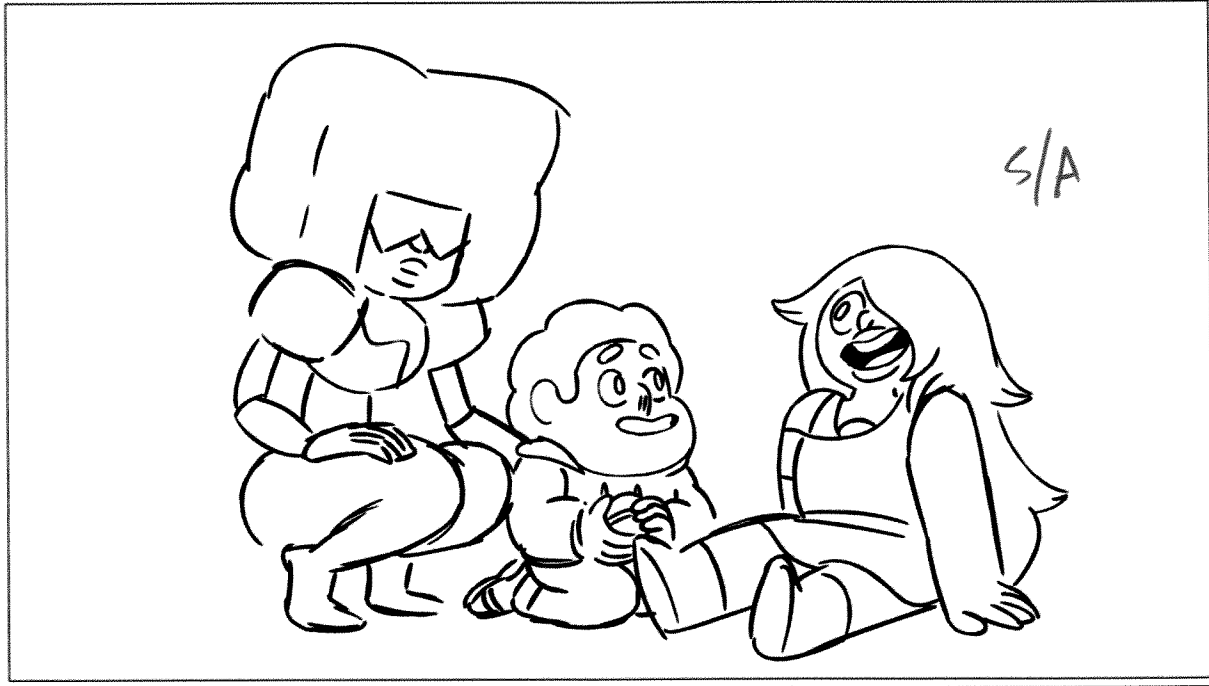
Scene	Panel	
	87	<i>CONT</i>
		7



Dialogue
AMETHYST: Hey Im scrappy...

Slugging
1.12

Scene	Panel	
	87	<i>CONT</i>
		8



Dialogue
AMETHYST: ...waddya want?

Slugging
1.03

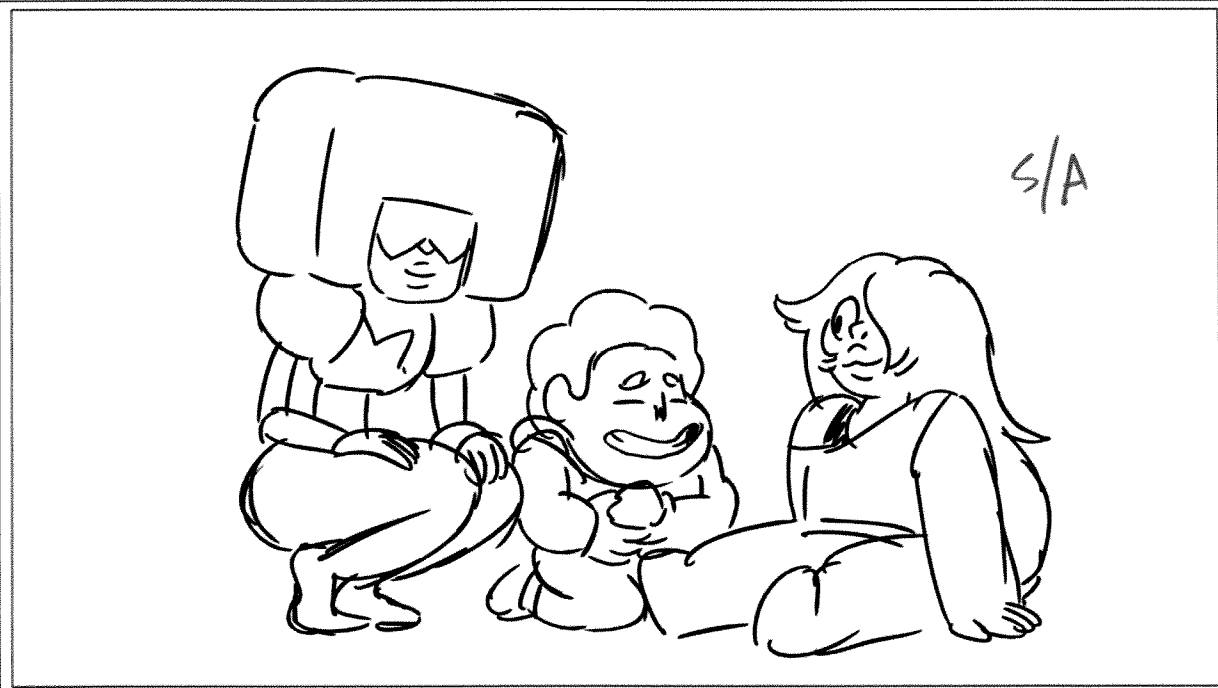
AUG 06 2013

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1020.013



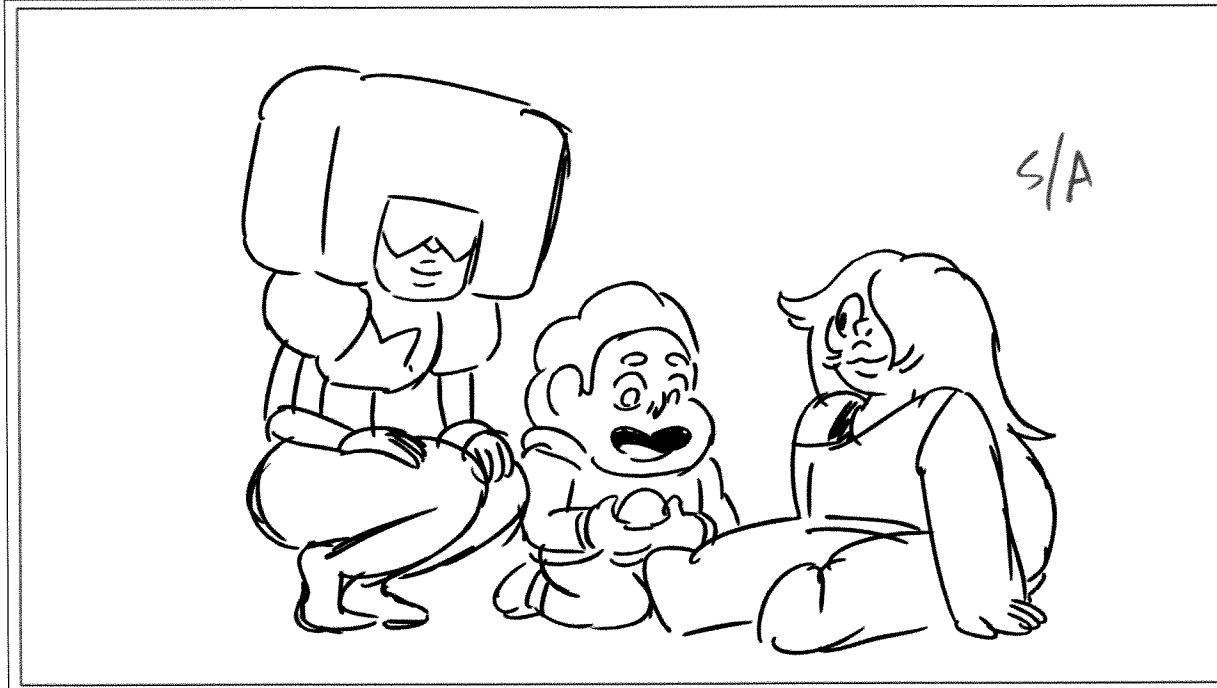
Scene	Panel	
	87	CONT 9



Dialogue
STEVEN: *Giggles*

Slugging
1.03

Scene	Panel	
	87	CONT 10



Dialogue
STEVEN: So how long will it take her to regenerate?

Slugging
4.08

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1020.013

1020.013

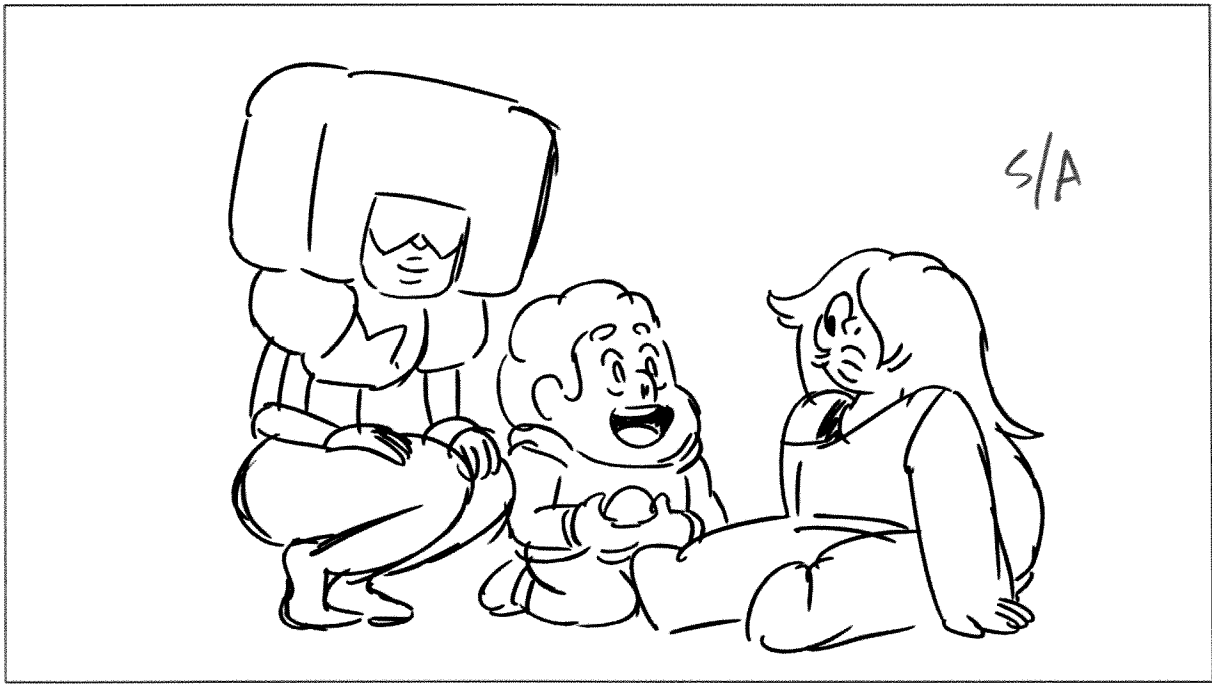
1020.013



Scene	Panel
87	11

CONT

11



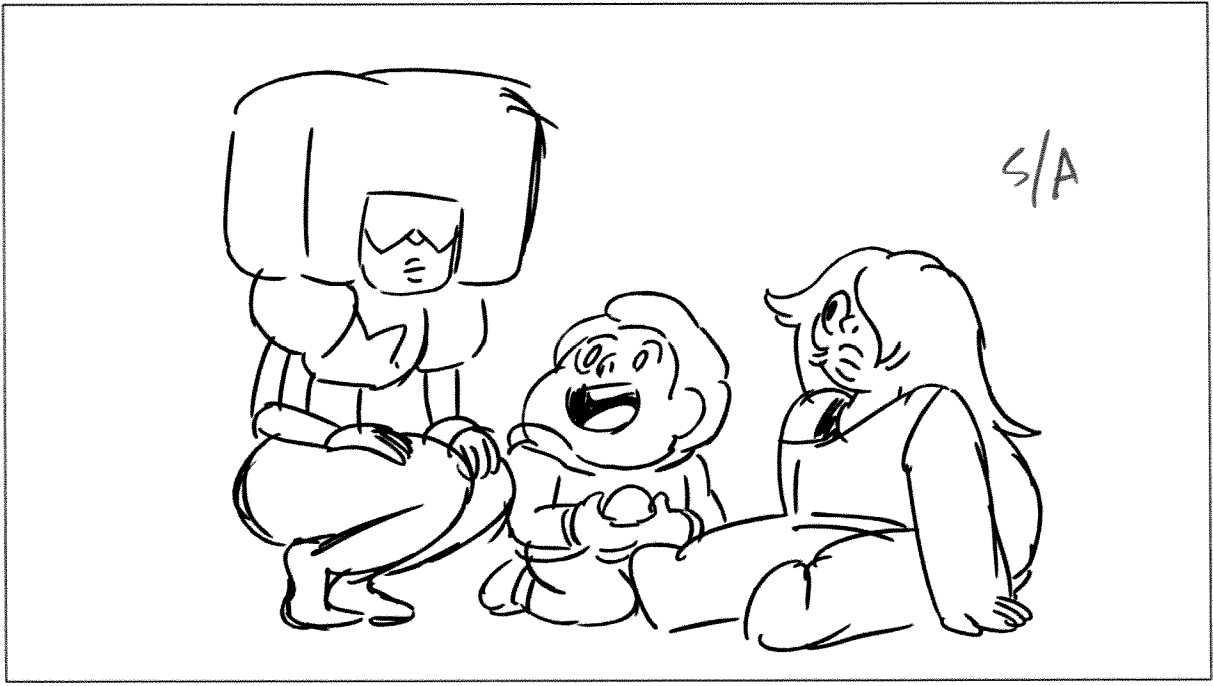
Dialogue
STEVEN: 5 minutes?

Slugging
2.01

Scene	Panel
87	12

CONT

12



Dialogue
STEVEN: 10 minutes?

Slugging
1.12

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1020.013

1020.013

1020.013

Scene	Panel
88	1



Action Notes
Skys are partly cloudy - it just finished raining.

Slugging
3.04

Scene	Panel
89	1



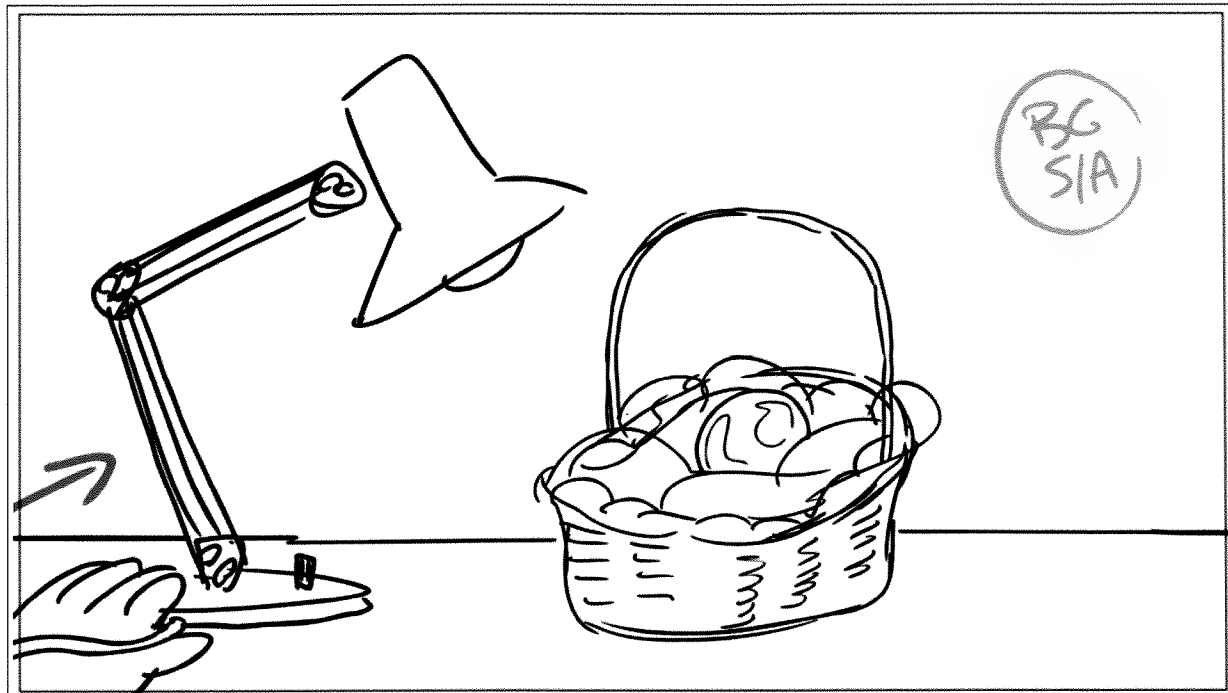
Action Notes
Pearl's gem in a basket.

Slugging
1.10

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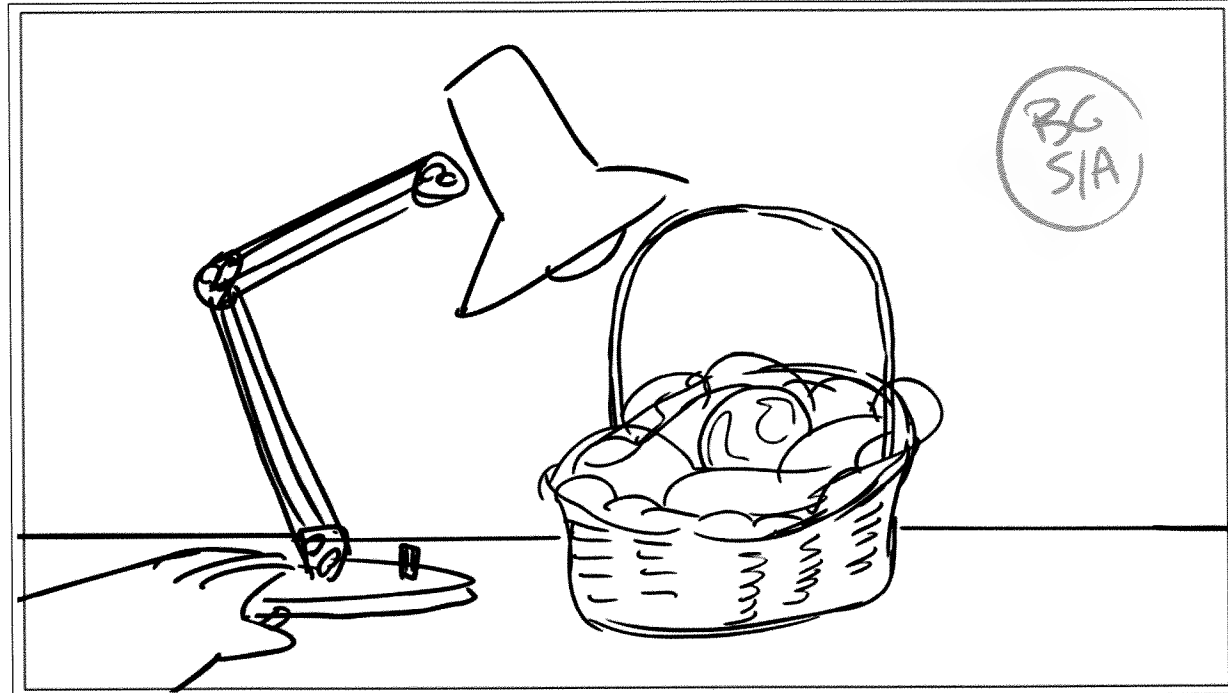
Scene	Panel
89	<i>CONT</i>
2	



Action Notes
Steven's left hand comes IN - pushing a lamp.

Slugging
0.10

Scene	Panel
89	<i>CONT</i>
3	



Slugging
0.10

AUG 06 2013

1020.013

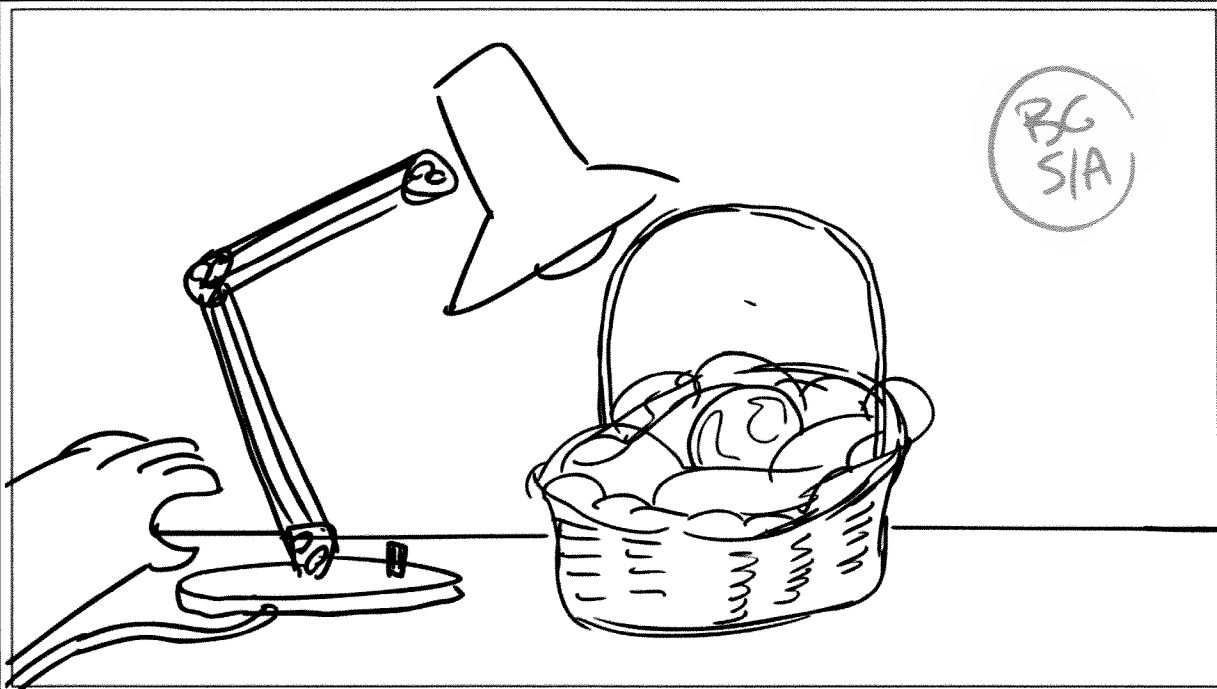
1020.013

1020.013



Scene	Panel
89	<i>CONT</i>

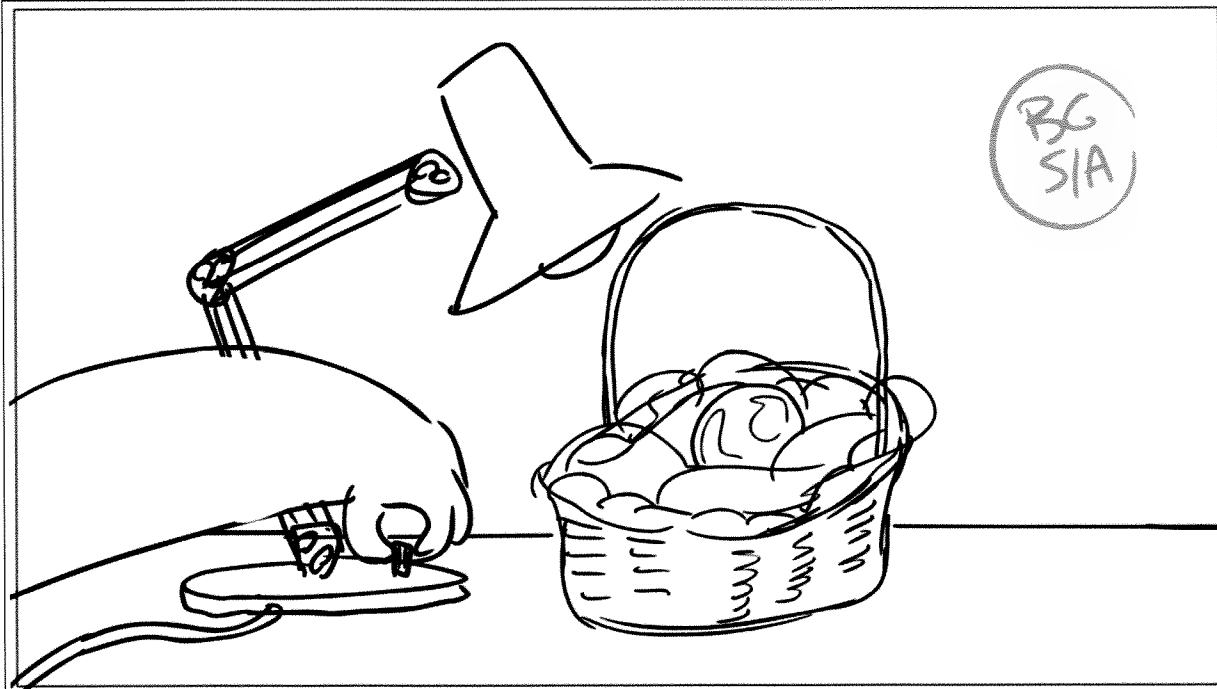
4



Slugging
0.04

Scene	Panel
89	<i>CONT</i>

5



Slugging
0.08

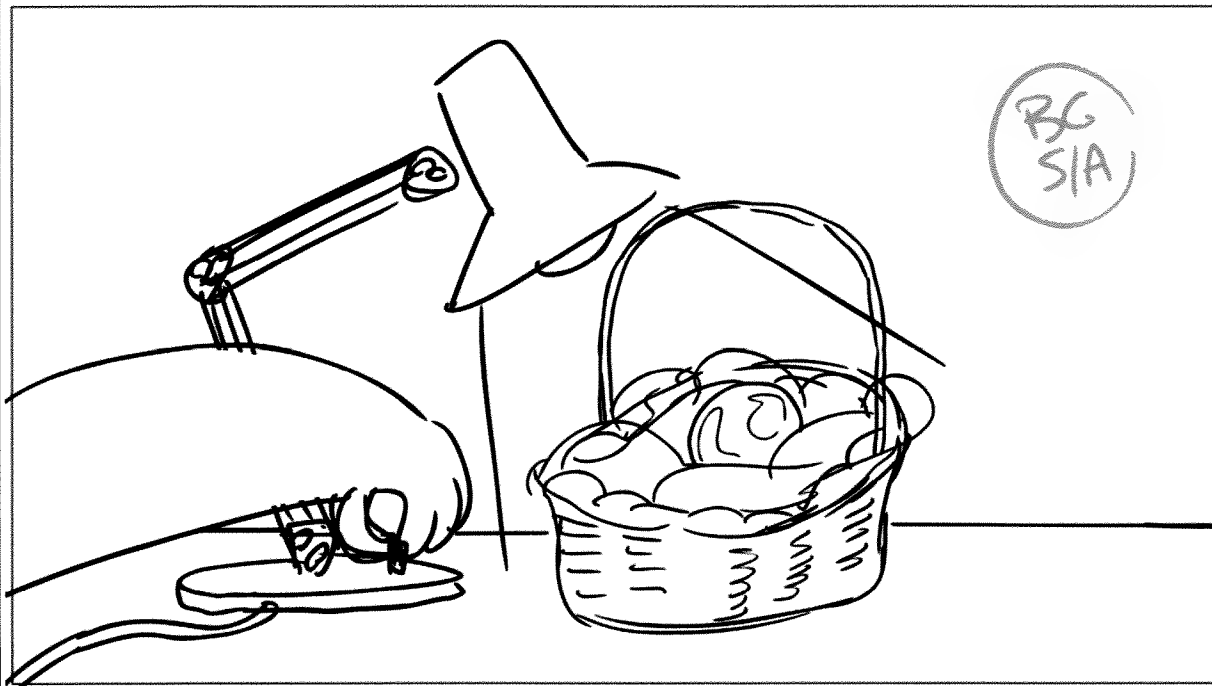
AUG 06 2011

1020.013

1020.013



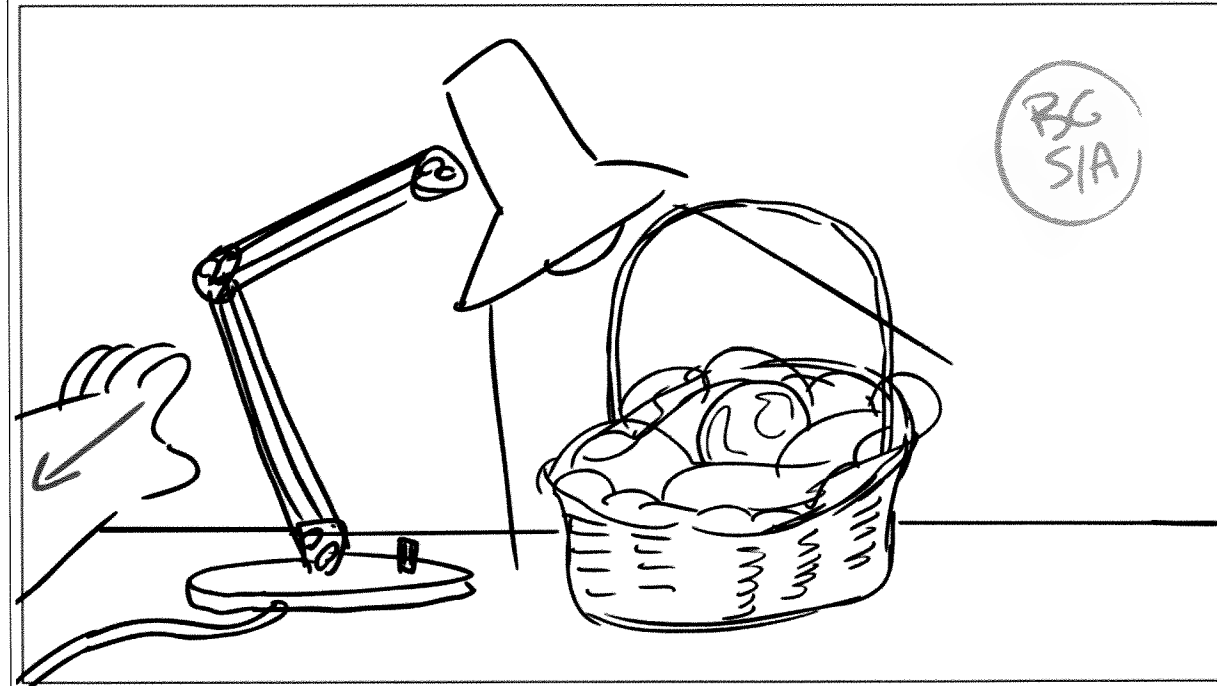
Scene	Panel
89	<i>CONT</i>
6	



Action Notes
Steven turns on the lamp.

Slugging
0.09

Scene	Panel
89	<i>CONT</i>
7	



Action Notes
Steven's hand OUT.

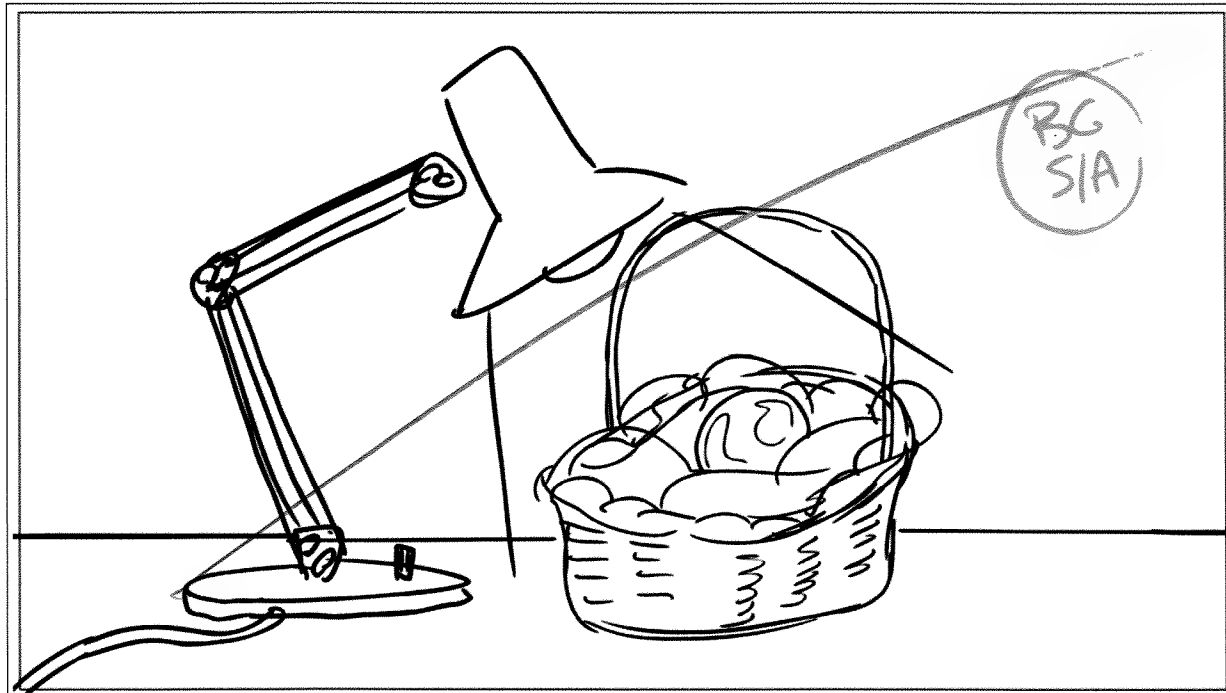
Slugging
0.04

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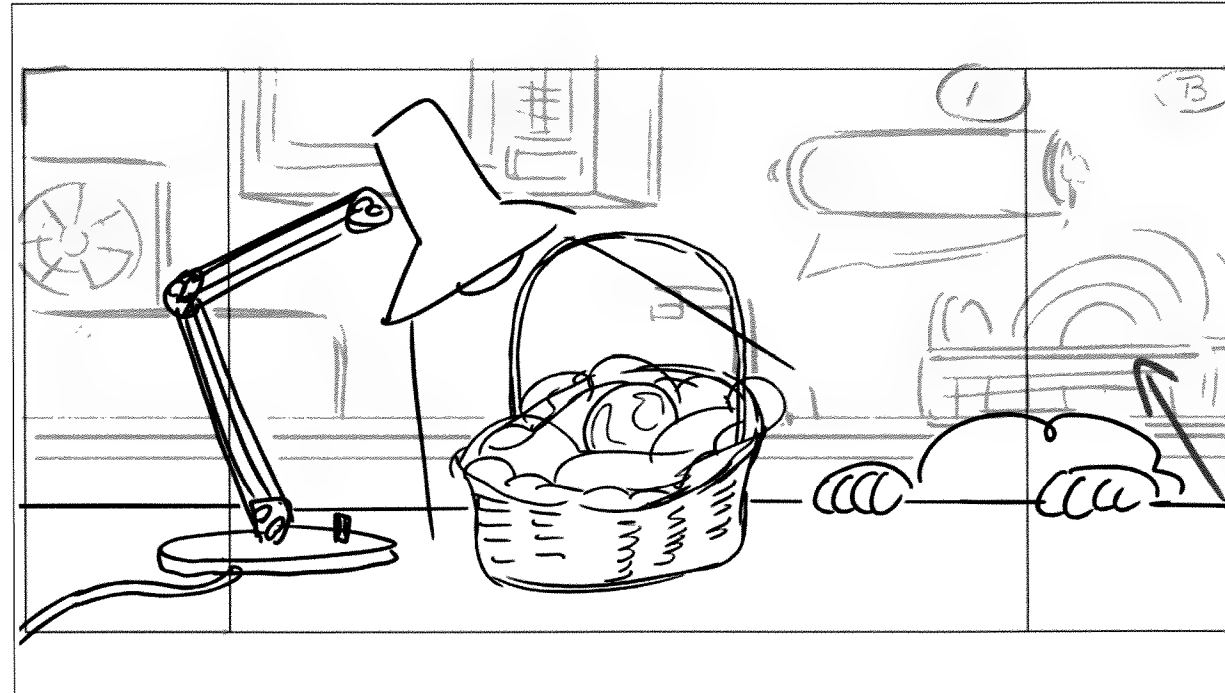


Scene	Panel
89	CONT



Slugging
0.08

Scene	Panel
89	CONT



Action Notes
Camera ADJ East.
Steven IN from below the table.

Slugging
ADJ: 0.10

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1020.013

1020.013



Scene	Panel
89	CONT



Slugging
0.04

Scene	Panel
89	CONT



Action Notes
Steven checks to see if the lamp is warm.

Slugging
1.10

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1020.013

1020.013



Scene	Panel
89	12



Dialogue
STEVEN: *Exhale*

Slugging
1.14

Scene	Panel
90	1



Action Notes
H.U.

Slugging
Panels 1 + 2 = 0.10

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1020.013

1020.013

1020.013



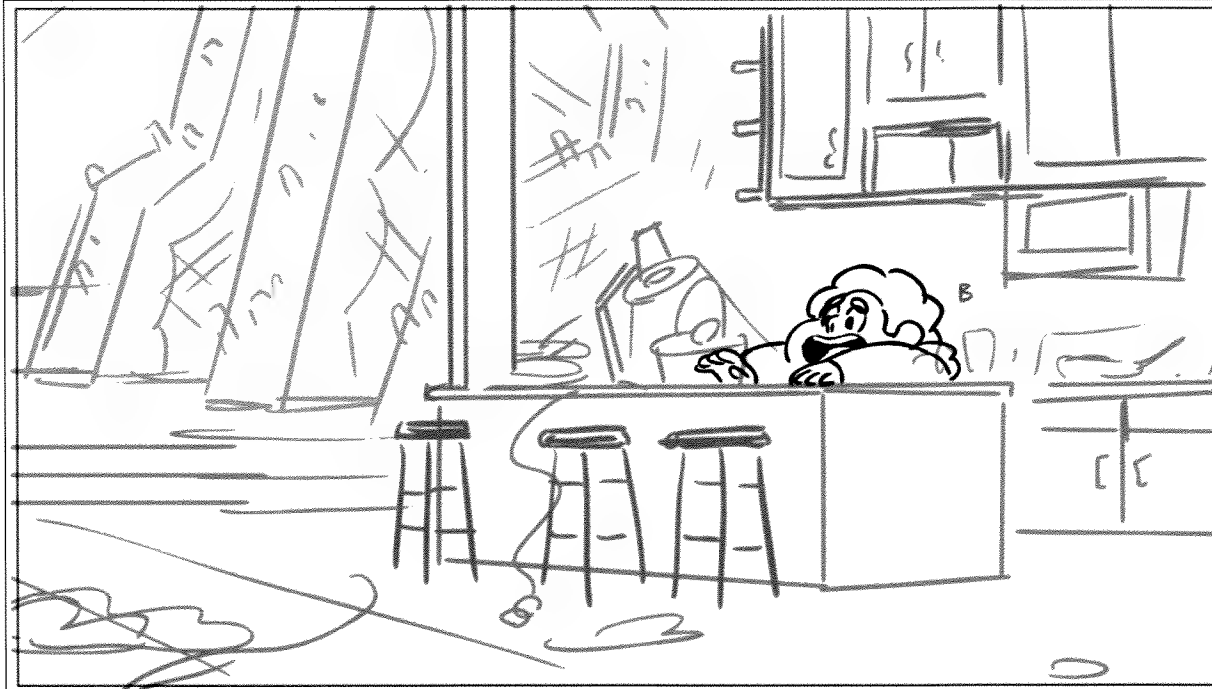
Scene	Panel
90	<i>CONT</i> 2



Dialogue
STEVEN: What's...

Action Notes
Steven pats his hands on the table. A/B

Scene	Panel
90	<i>CONT</i> 3



Dialogue
STEVEN: ...taking...

Slugging
0.12

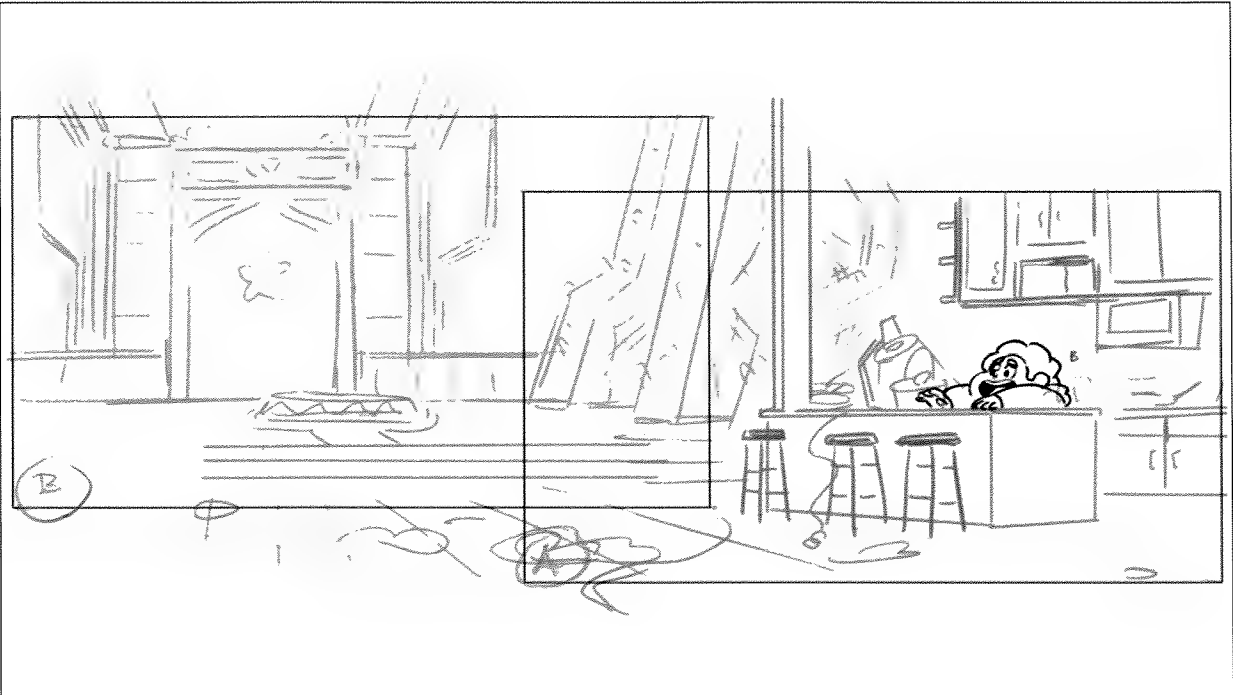
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1020.013

1020.013

1020.013

Scene	Panel
90	CONT
	4



Dialogue
STEVEN: ...so long.

Action Notes
Camera ADJ NW to warp platform.

Slugging
ADJ: 2.06

Scene	Panel
90	CONT
	5



Slugging
1.01

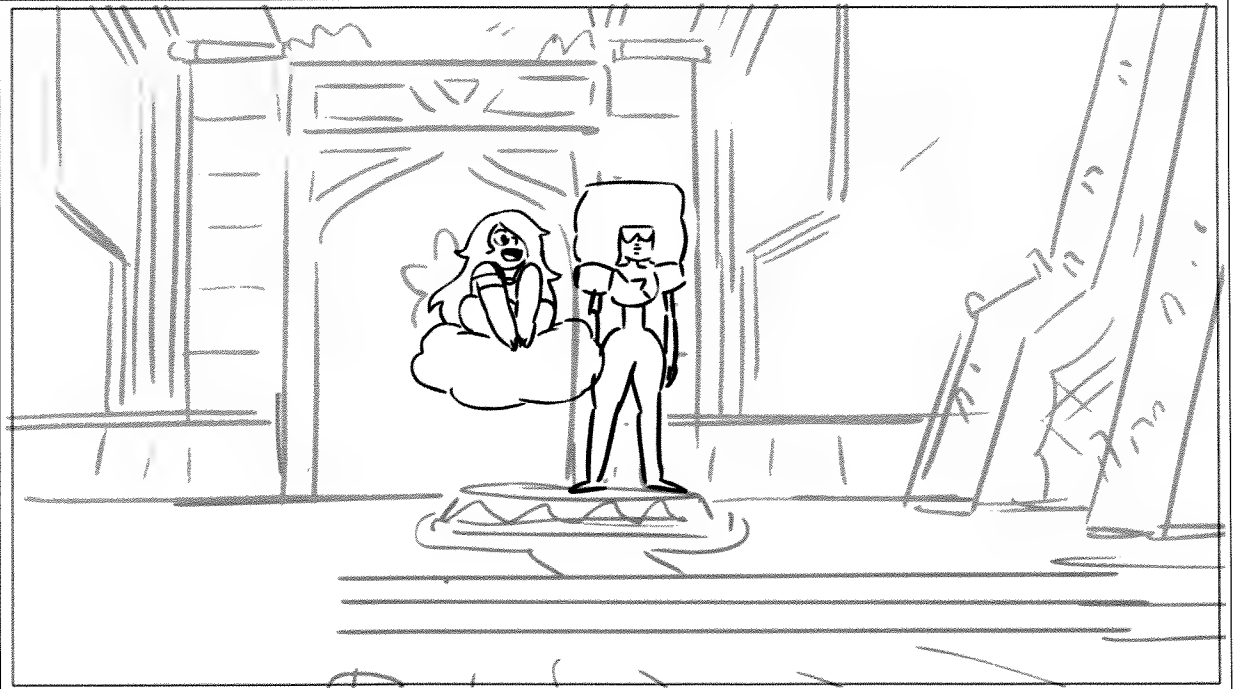
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1020.013

1020.013

1020.013

Scene	Panel
90	6



Dialogue
AMETHYST: WHUT UUP!

Slugging
1.15

Scene	Panel
91	1




Dialogue
STEVEN: heeeeeey...

Slugging
2.07

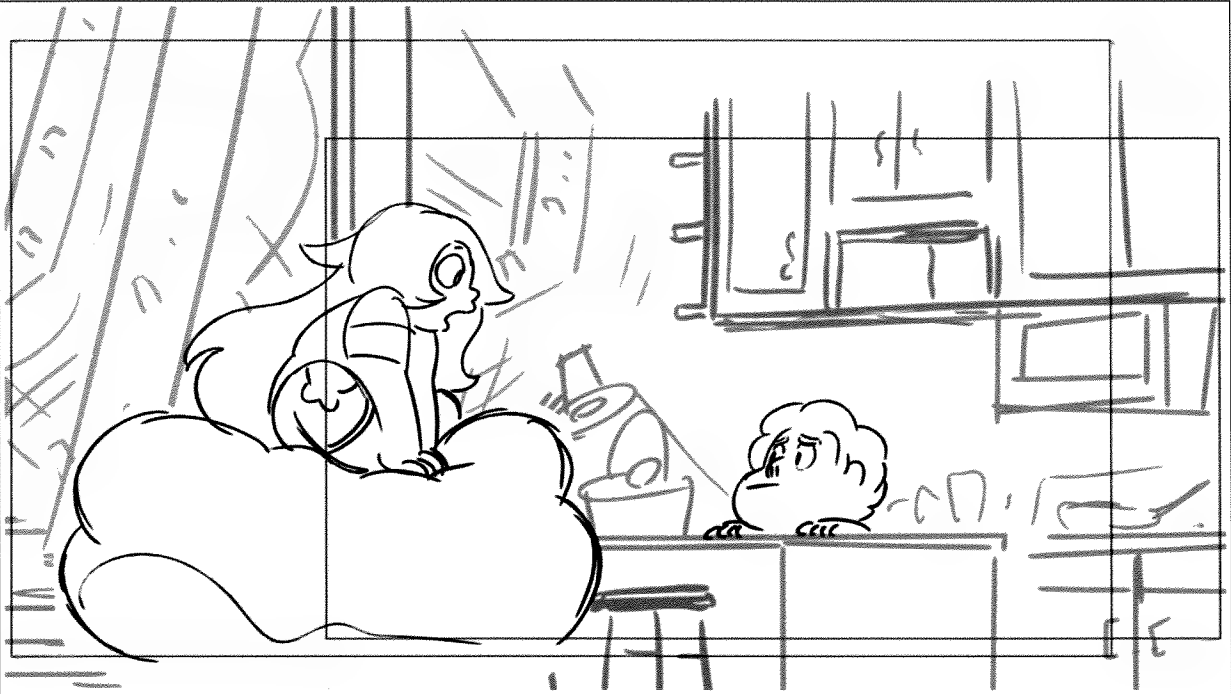
AUG 06 2016



Scene	Panel
<div>1020.013</div>	
Slugging	
0.09	

Scene	Panel
91	CONT 3
<div>1020.013</div> 	
<p>Action Notes</p> <p>Camera ADJ NW - pulls out.</p> <p>Amethyst floats IN West - on a cloud.</p>	
<p>Slugging</p> <p>Panels 3 + 4 =</p> <p>ADJ: 1.01</p> <p>Then HOLD: 5.15</p> <p>AUG 06 2013</p> <div>1020.013</div>	

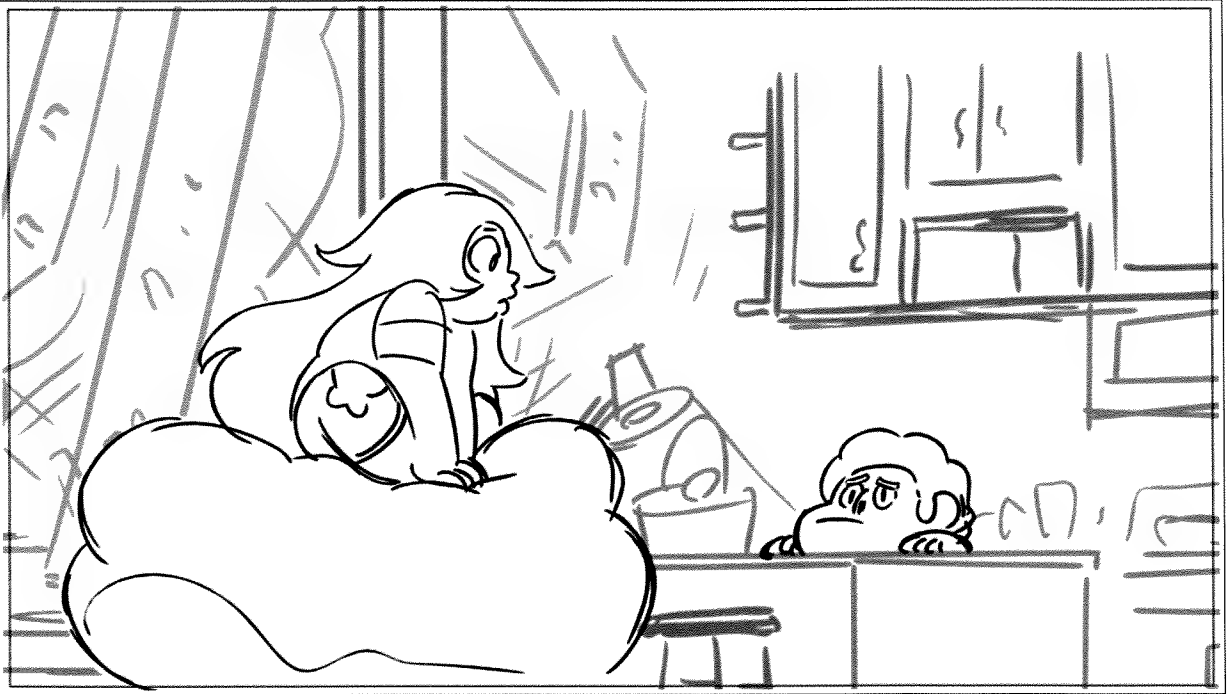
Scene	Panel
91	<i>CONT</i>



Dialogue

AMETHYST: She's still not done? Man she's really taking her time with this one...

Scene	Panel
91	<i>CONT</i>



Dialogue

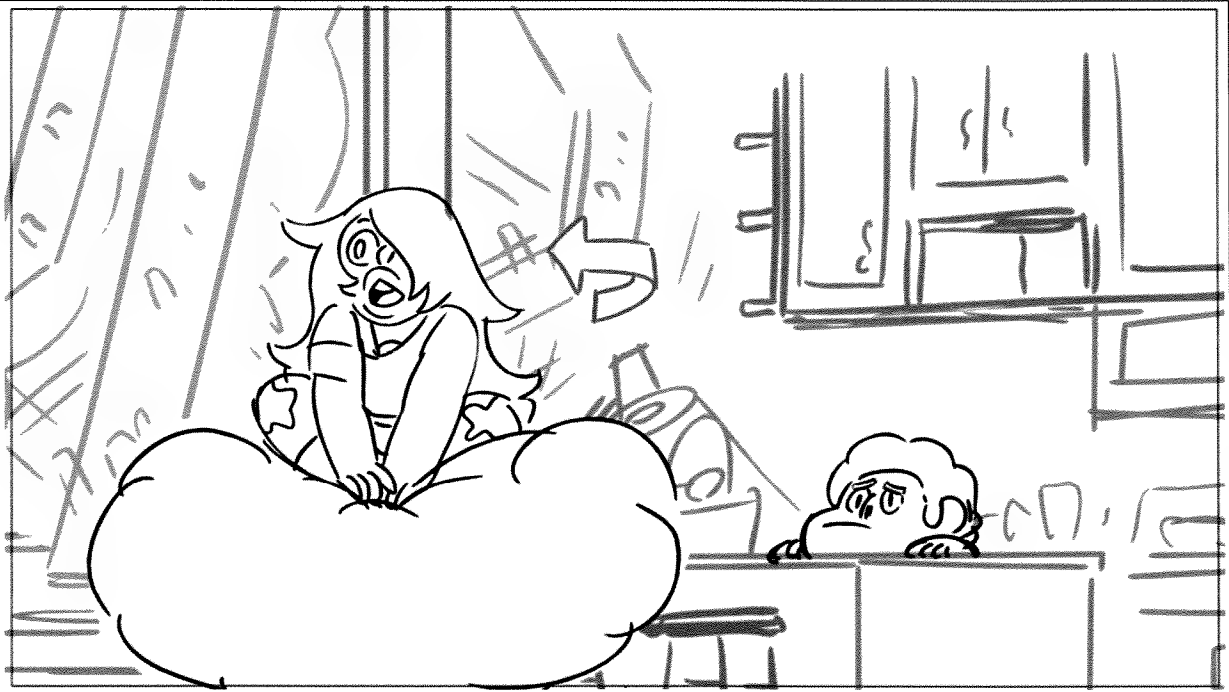
STEVEN: mmmmmmm...

Slugging

1.11

AUG 06 2013

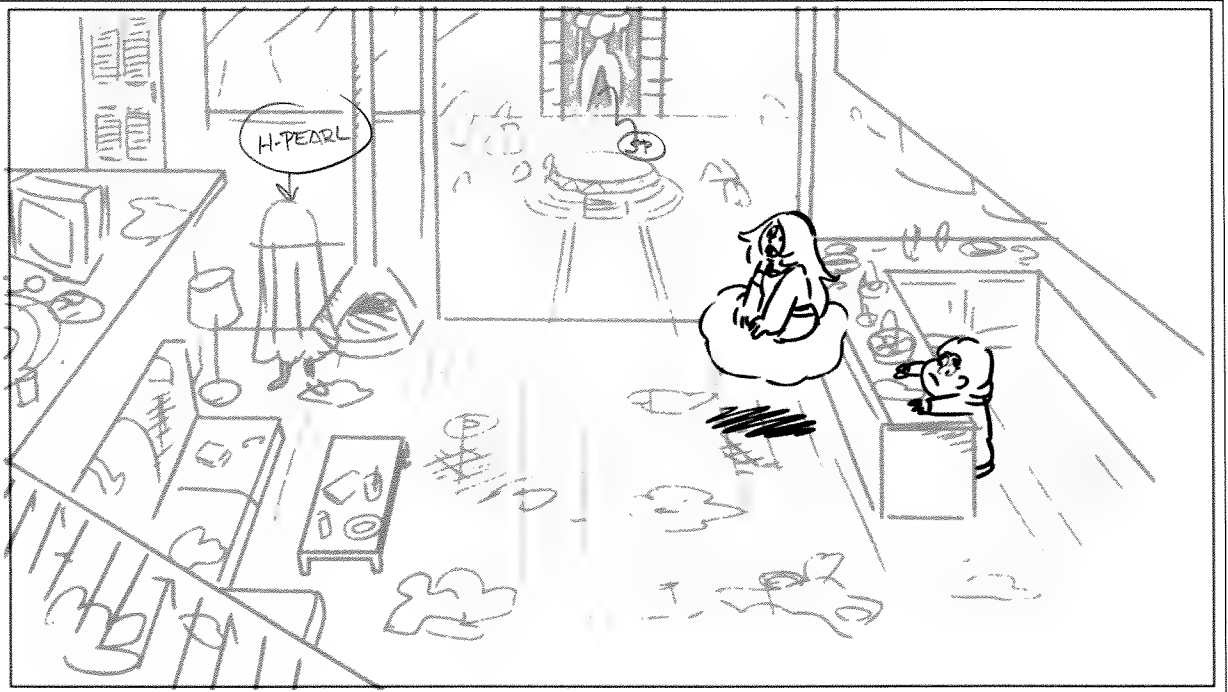
Scene	Panel
91	cont 6



Dialogue
AMETHYST: Gotta tell ya though...

Slugging
1.13

Scene	Panel
92	1



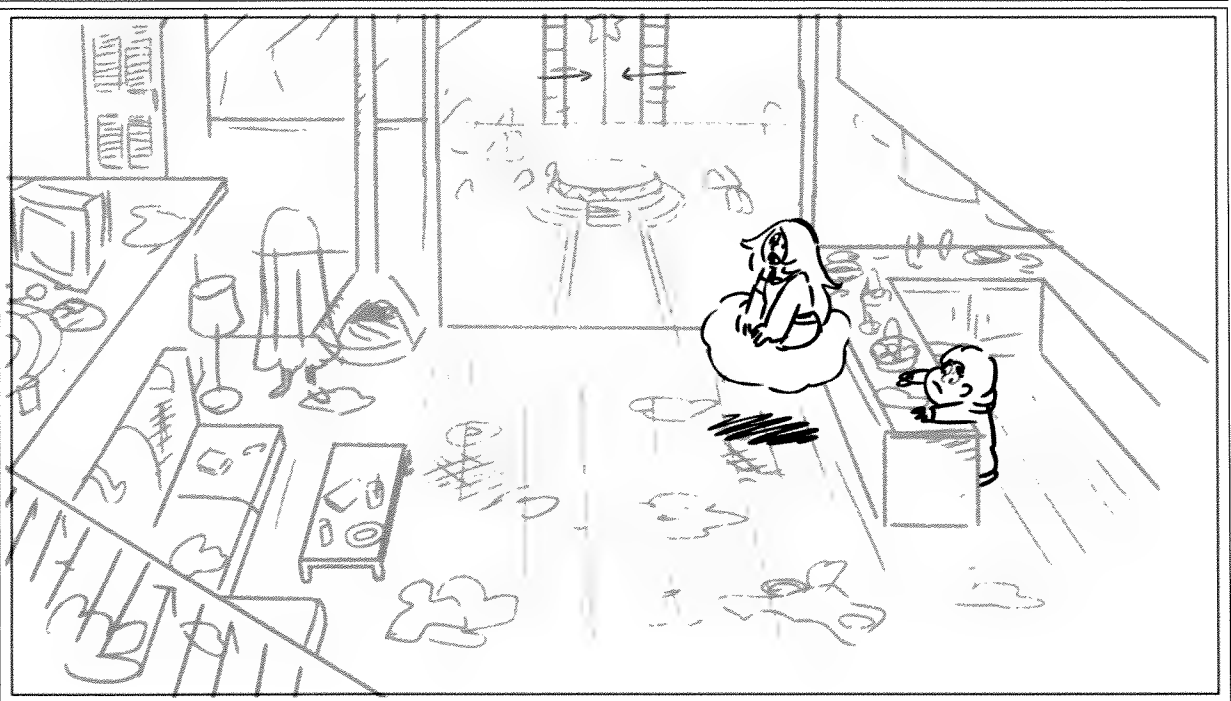
Dialogue
AMETHYST: Love what you've done...

Action Notes
Garnet stand by the door in BG.

Slugging
1.08

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Scene	Panel
92	CONT 2



Dialogue

AMETHYST: ...with the place.

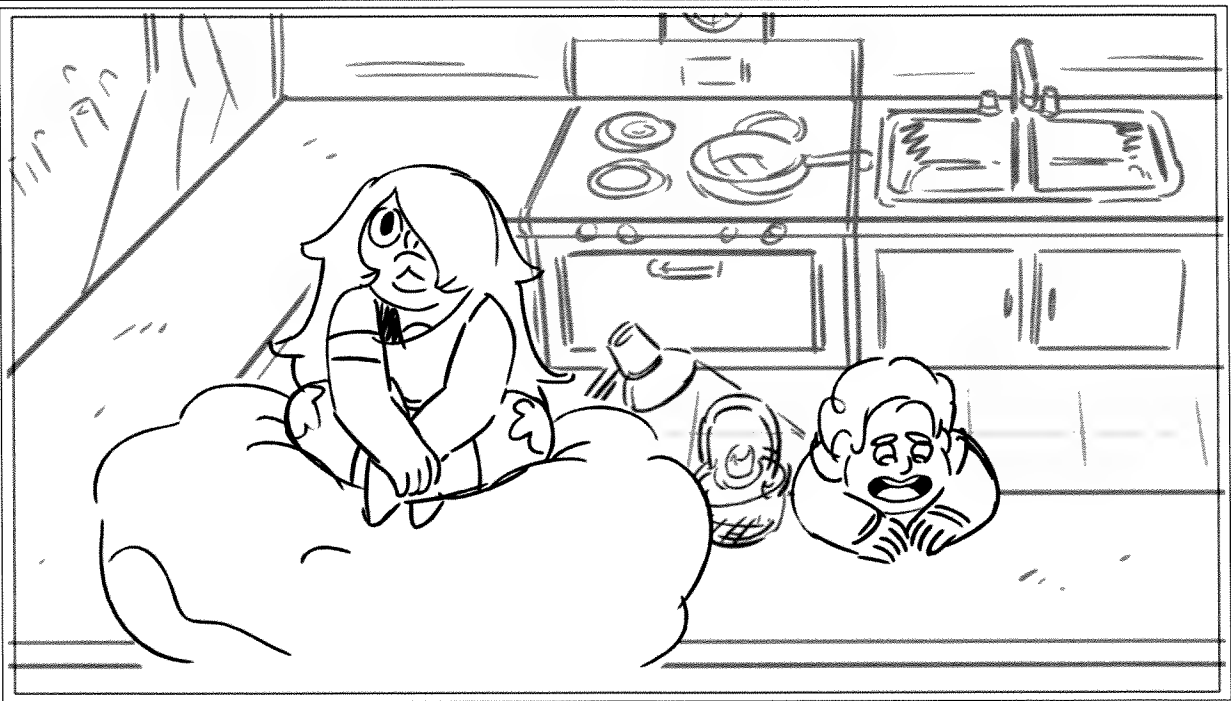
Action Notes

Door closes in BG.

Slugging

1.06

Scene	Panel
93	1



Dialogue

STEVEN: Pearl usually helps me tidy up.

Slugging

3.09

Notes

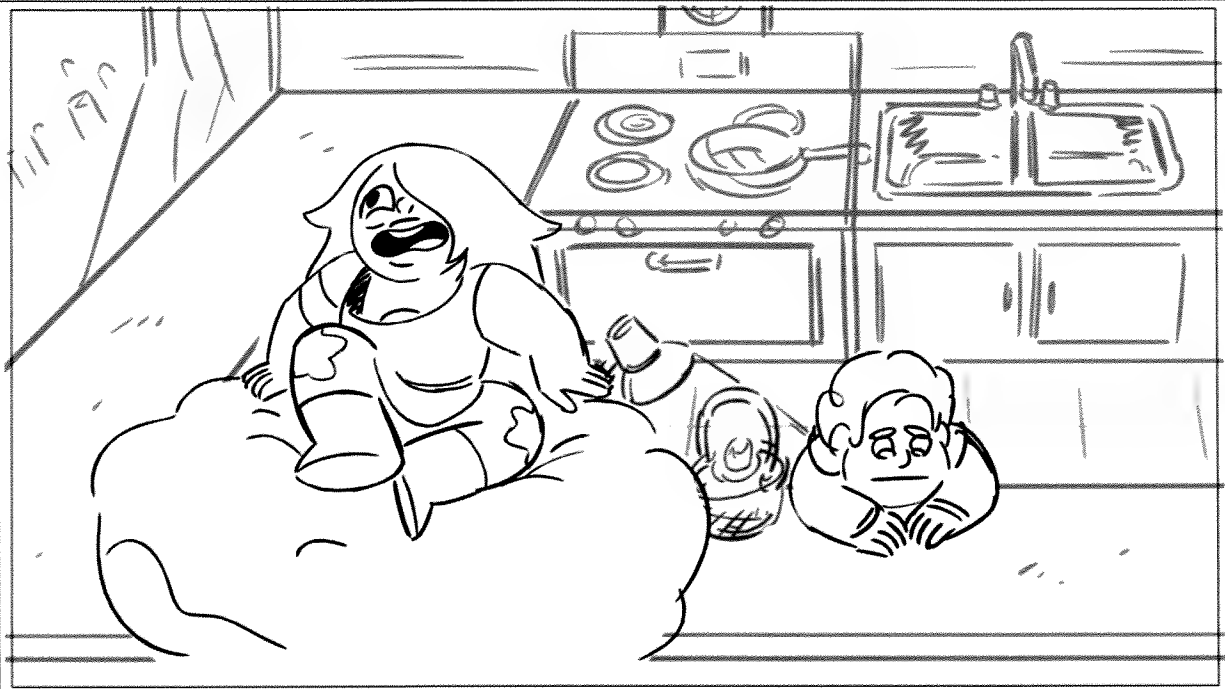
H.U. Steven + Amethyst to previous scene.

AUG 06 2013.

1020.013

1020.013

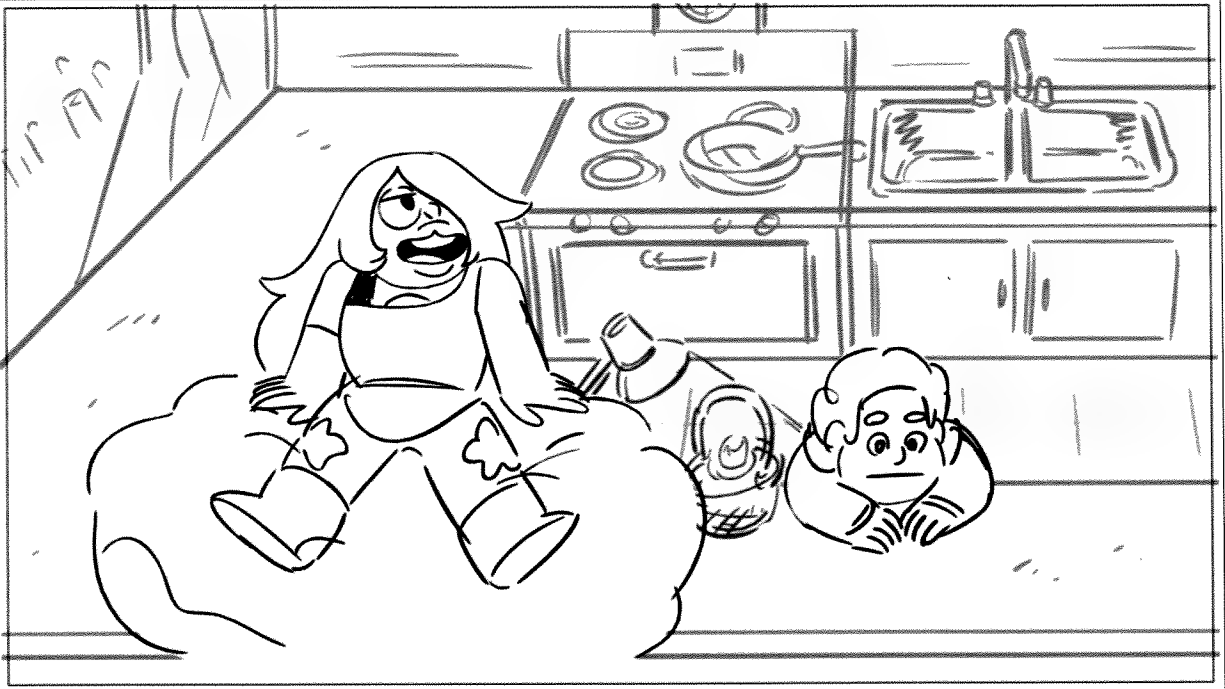
Scene 93 Panel 2



Dialogue
AMETHYST: Eeeehh...

Slugging
0.09

Scene 93 Panel 3

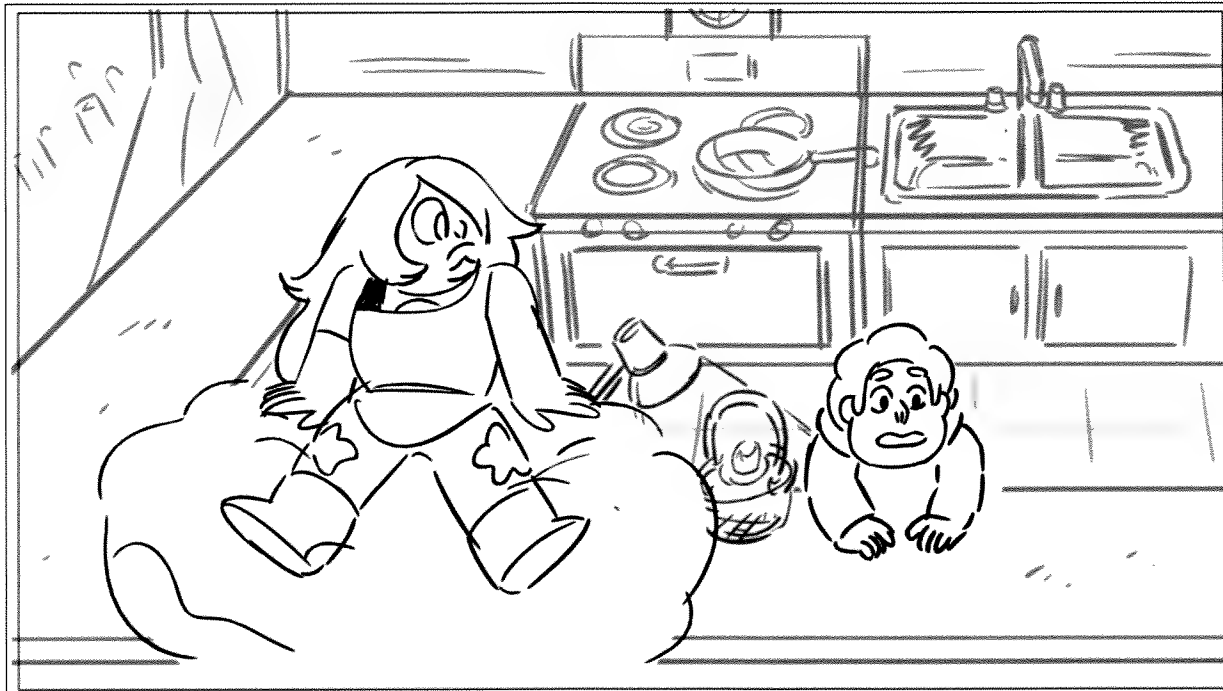


Dialogue
AMETHYST: ...I say leave it.

Slugging
1.09

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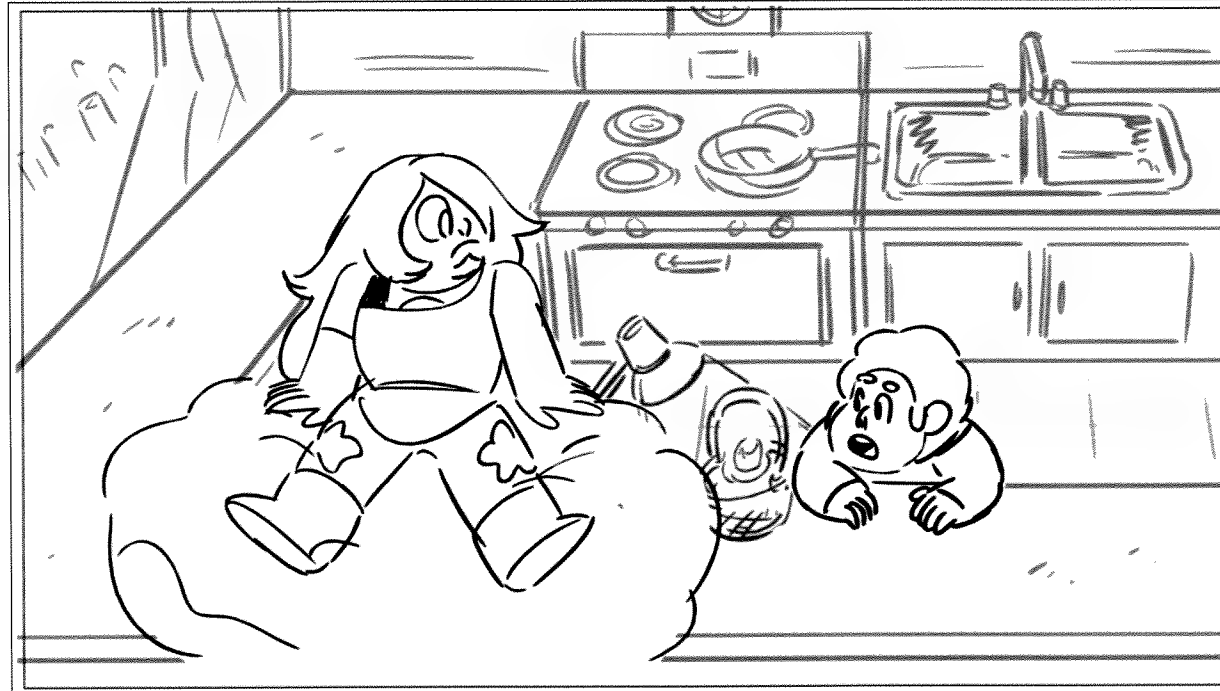
Scene	Panel
93	<i>CONT</i>
	4



Dialogue
STEVEN: Hey!

Slugging
0.15

Scene	Panel
93	<i>CONT</i>
	5



Dialogue
STEVEN: If real Pearl can't be here...

Slugging
2.08

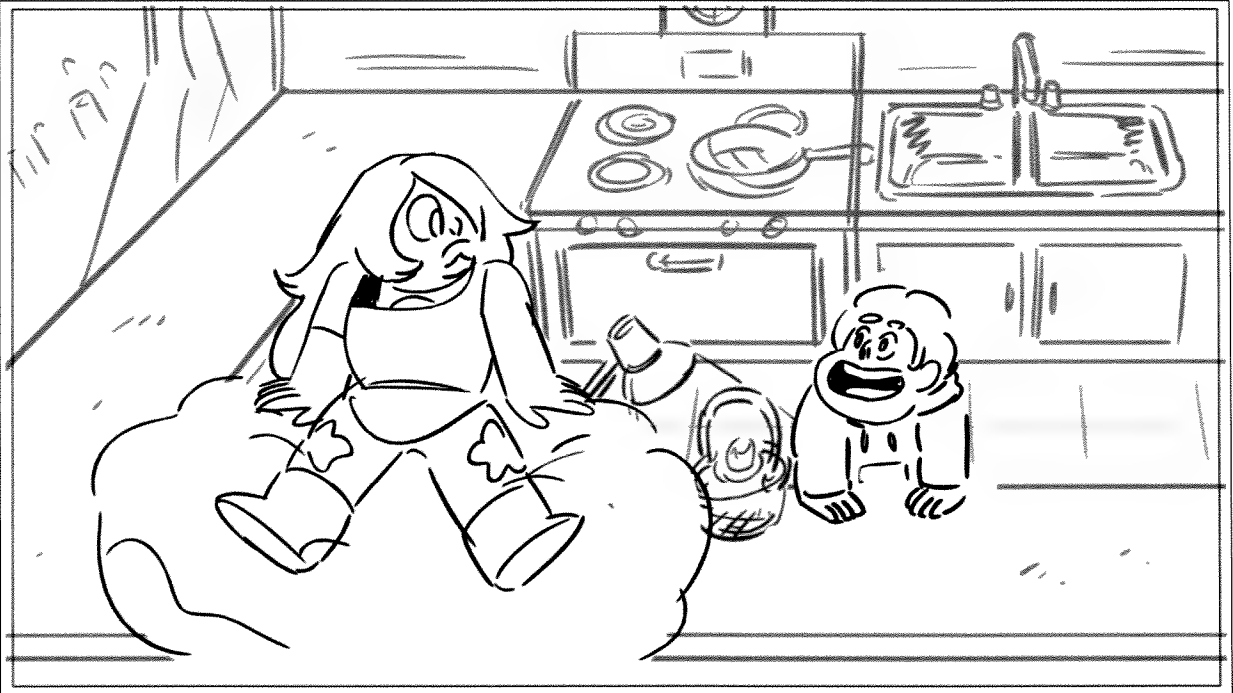
AUG 0 6 2013

1020.013

1020.013

1020.013

Scene	Panel
93	CONT 6



Dialogue

STEVEN: There's always the next best thing!

Slugging

2.09

Scene	Panel
94	1



Action Notes

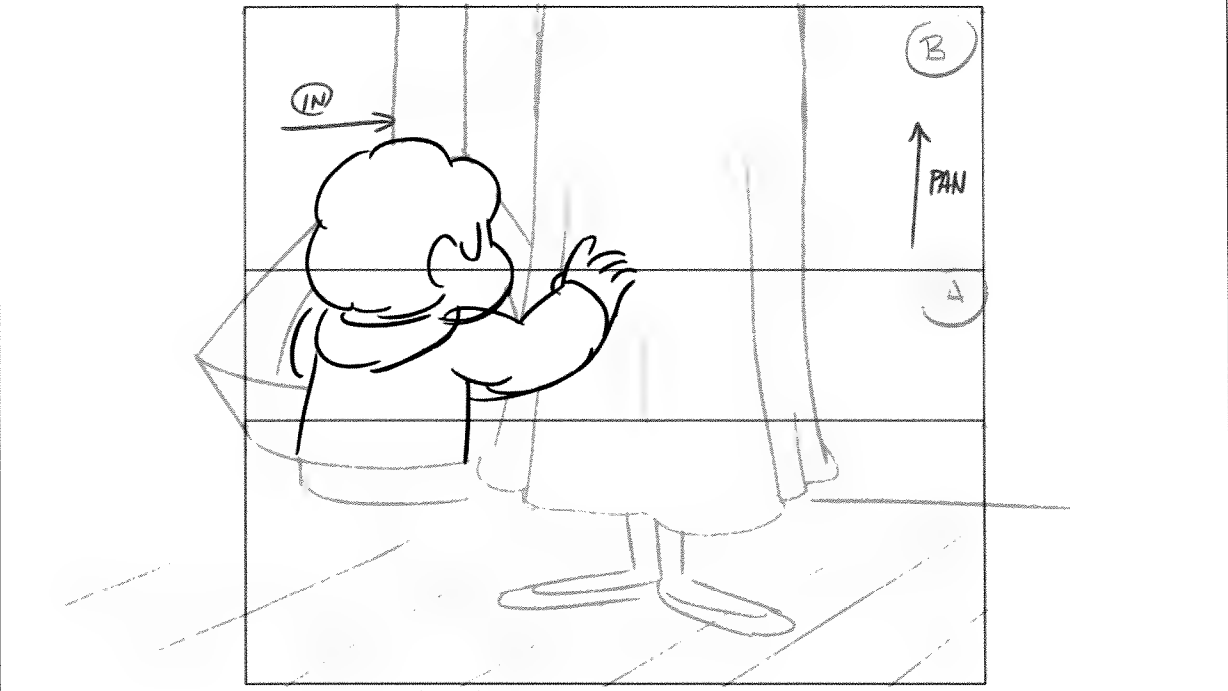
Camera looks at the feet of Holo-Pearl.

Slugging

0.12

AUG 06 2013

Scene	Panel
94	CONT 2



Action Notes

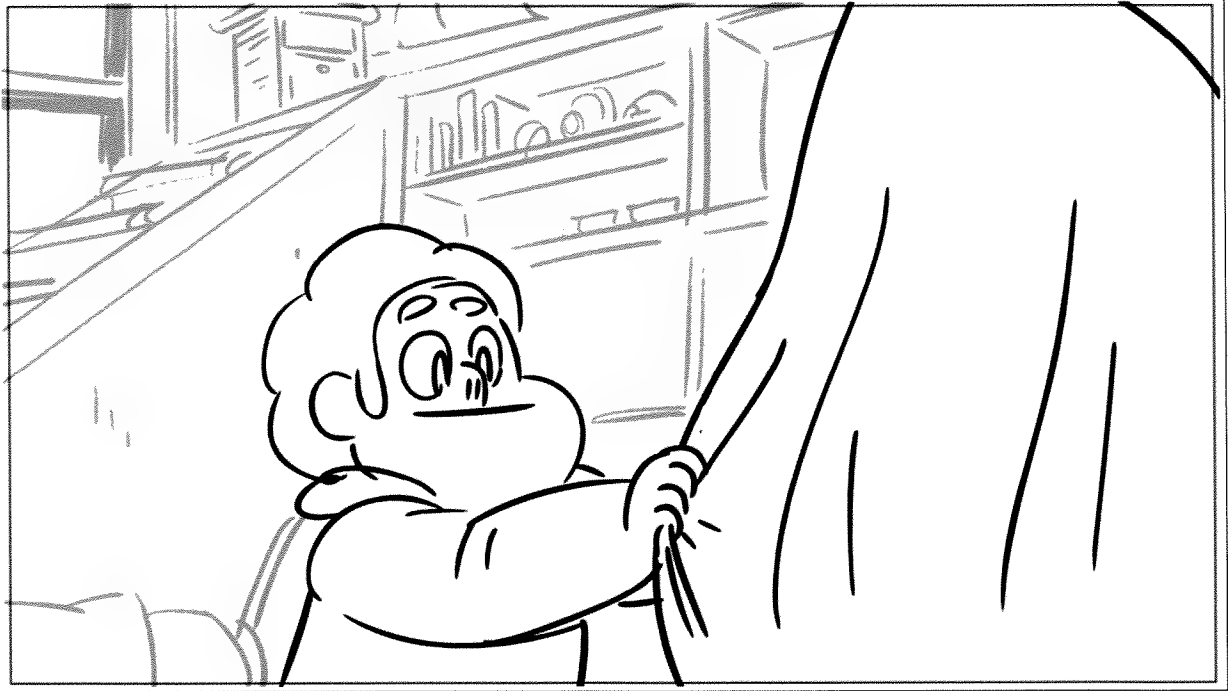
As camera ADJ up, Steven walks IN West.

Steven reaches out to grab the blanket covering Holo-Pearl.

Slugging

ADJ: 0.12

Scene	Panel
95	1



Slugging

0.06

Notes

Need H.U. to previous scene, before Steven grabs the blanket?

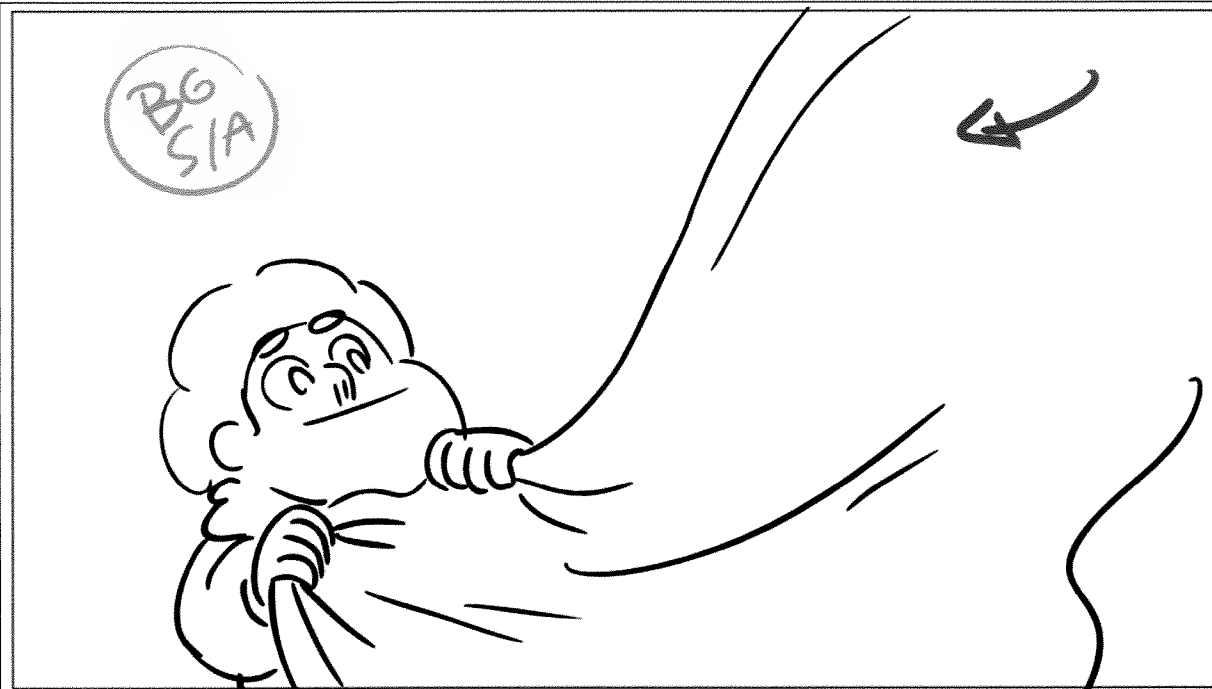
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Scene	Panel
95	cont 2



Action Notes
Cut on Steven pulling blanket down.

Slugging
0.06

Scene	Panel
96	1



Action Notes
Action continues from previous scene.

Slugging
0.04

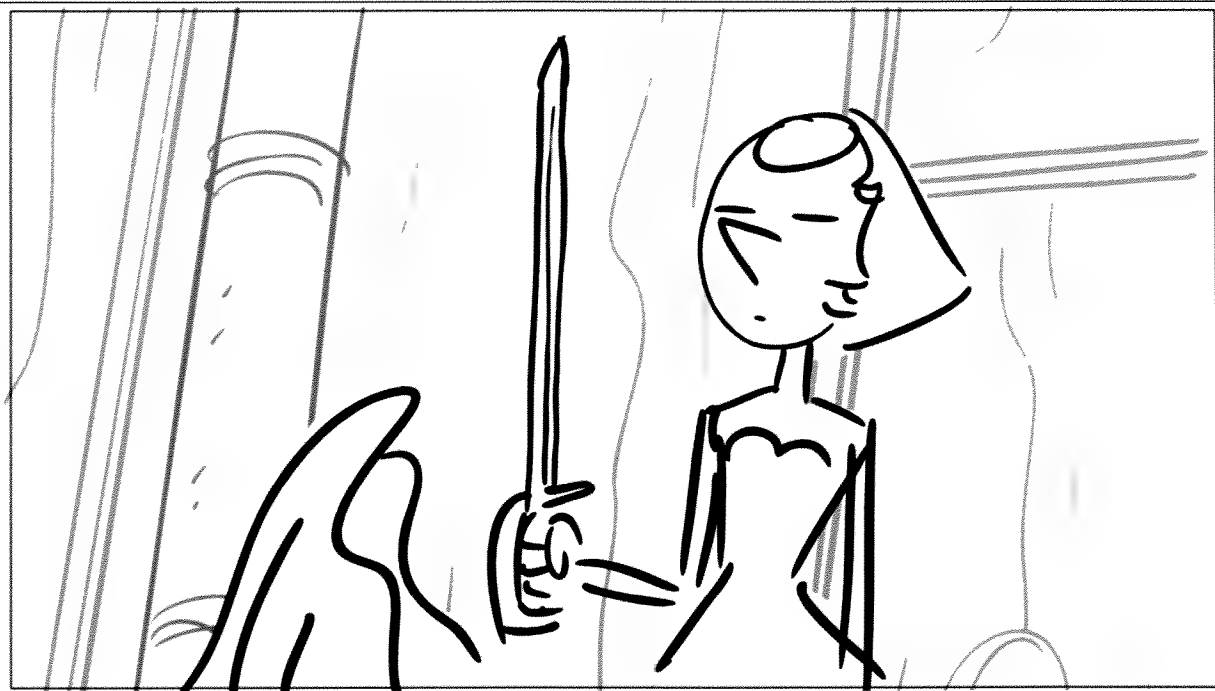
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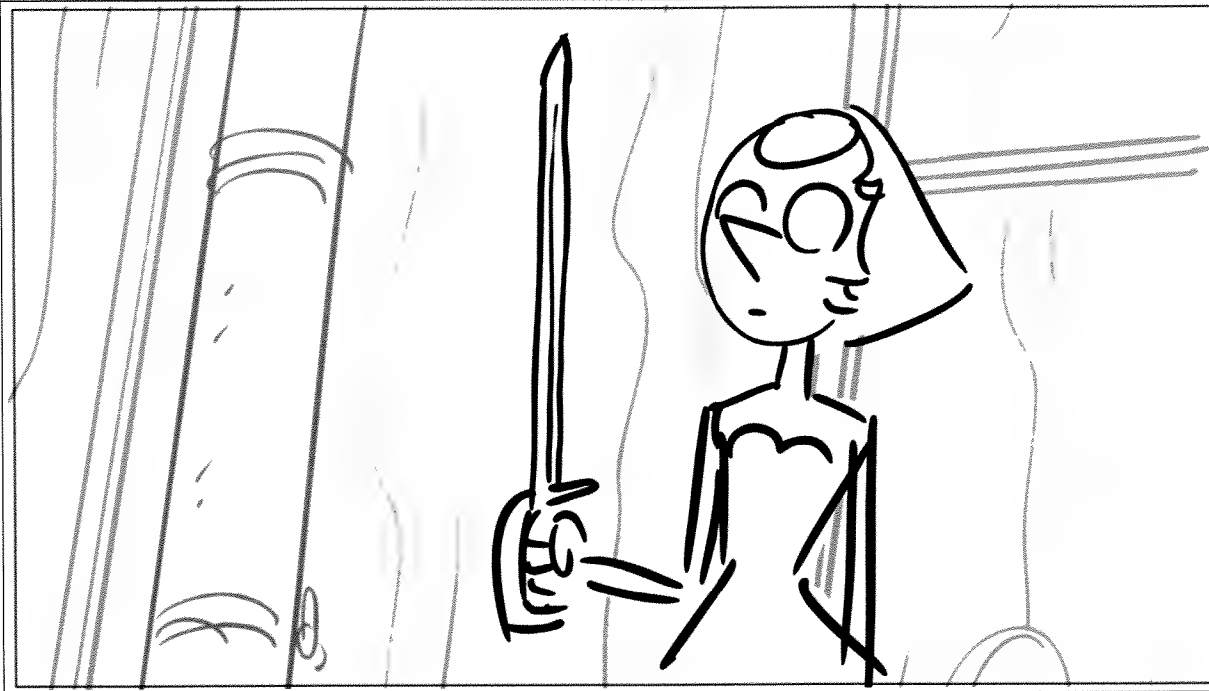


Scene	Panel
96	<i>cont</i>
2	



Slugging
0.04

Scene	Panel
96	<i>cont</i>
3	



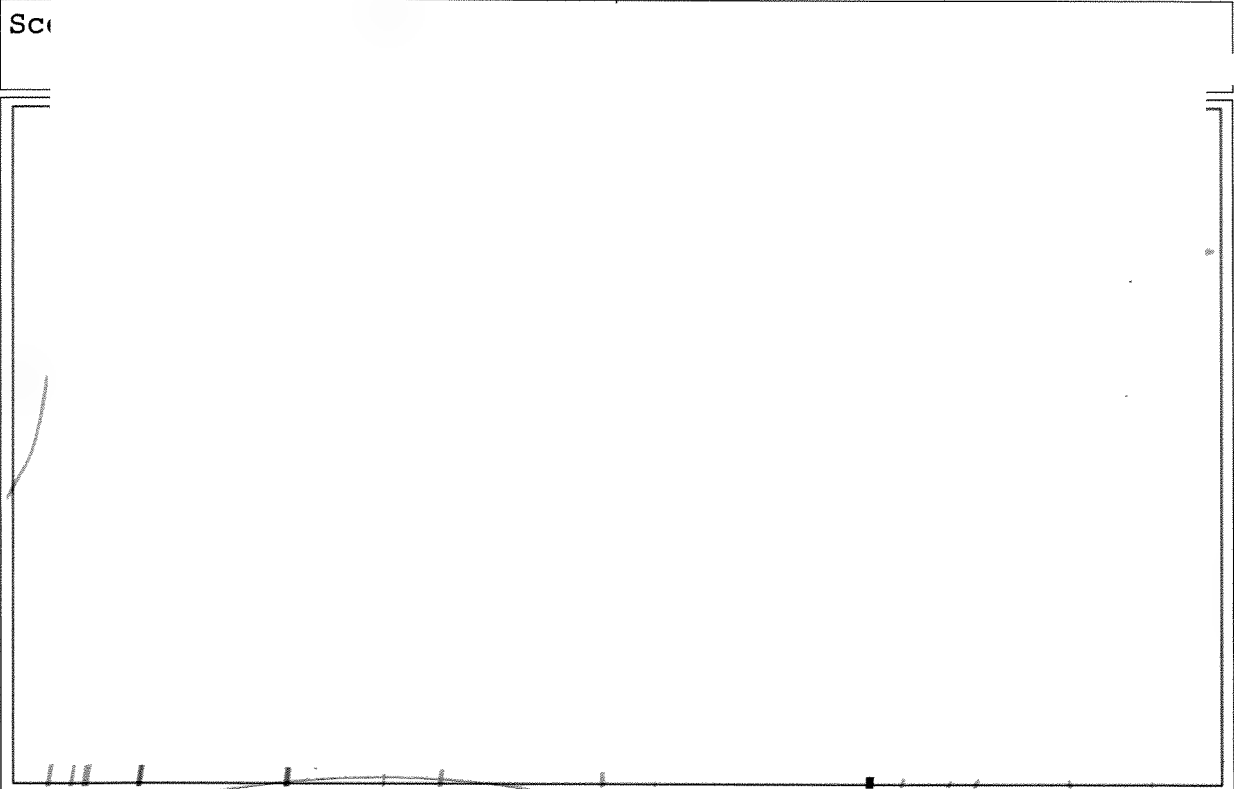
Slugging
0.04

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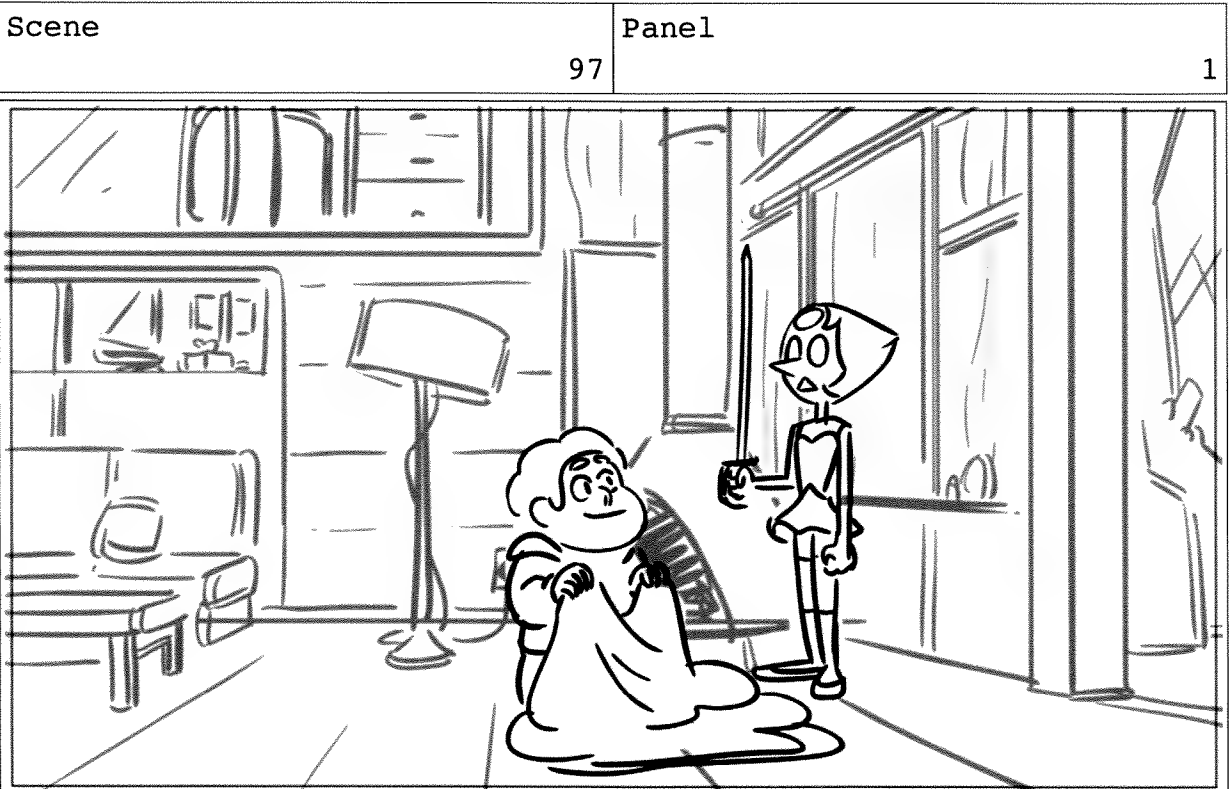
1020.013

1020.013



Dialogue
HP: Do you wish to engage in combat?

Slugging
3.09



Dialogue
AMETHYST: Steven...

Slugging
1.03

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Scene	Panel
97	CONT 2

Dialogue

AMETHYST: ...cover that thing back up.

Action Notes

Amethyst floats IN West on her cloud.

Slugging

2.14

Scene	Panel
98	1

Dialogue

STEVEN: But it's like Pearl.

Action Notes

Steven walks towards Holo-Pearl.

Slugging

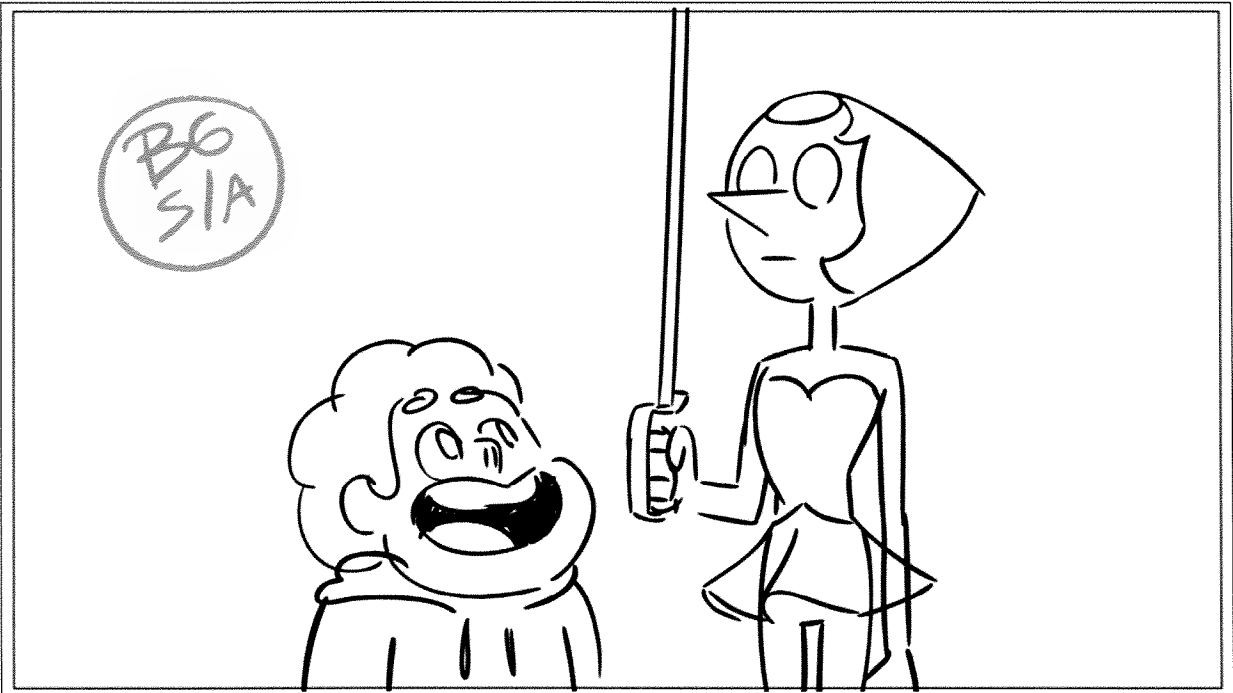
1.10

Notes

Need -SP- H.U. for Steven to previous scene - standing with his hands on his hips looking at Amethyst.

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Scene	Panel
98	CONT 2



Dialogue
STEVEN: Look at it!

Slugging
1.15

Scene	Panel
99	1



Slugging
Panels 1 to 3 = 4.06

Notes
Add -SP-

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Scene	Panel
99	CONT
2	



Dialogue

AMETHYST: Yeeeeaaaaah,

Action Notes

Amethyst lifts up.

Notes

Add -SP-

Scene	Panel
99	CONT
3	



Dialogue

AMETHYST: that ain't Pearl.

Action Notes

Amethyst lifts up.

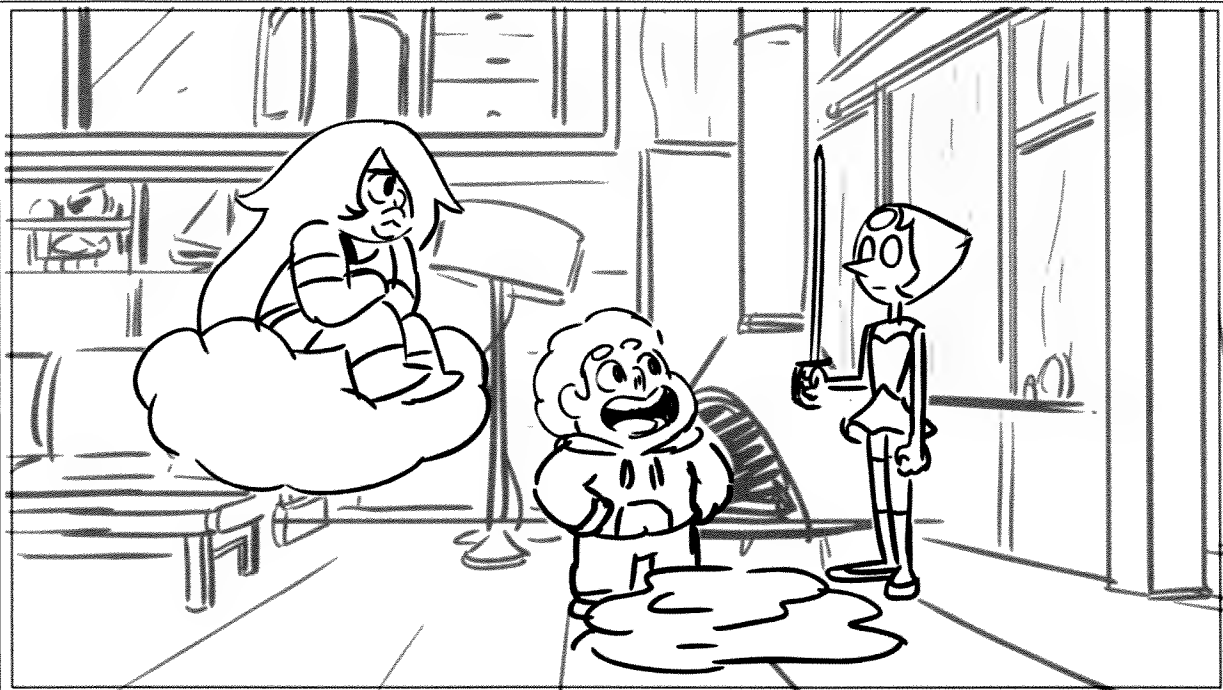
Notes

Add -SP-

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Scene	Panel
100	1



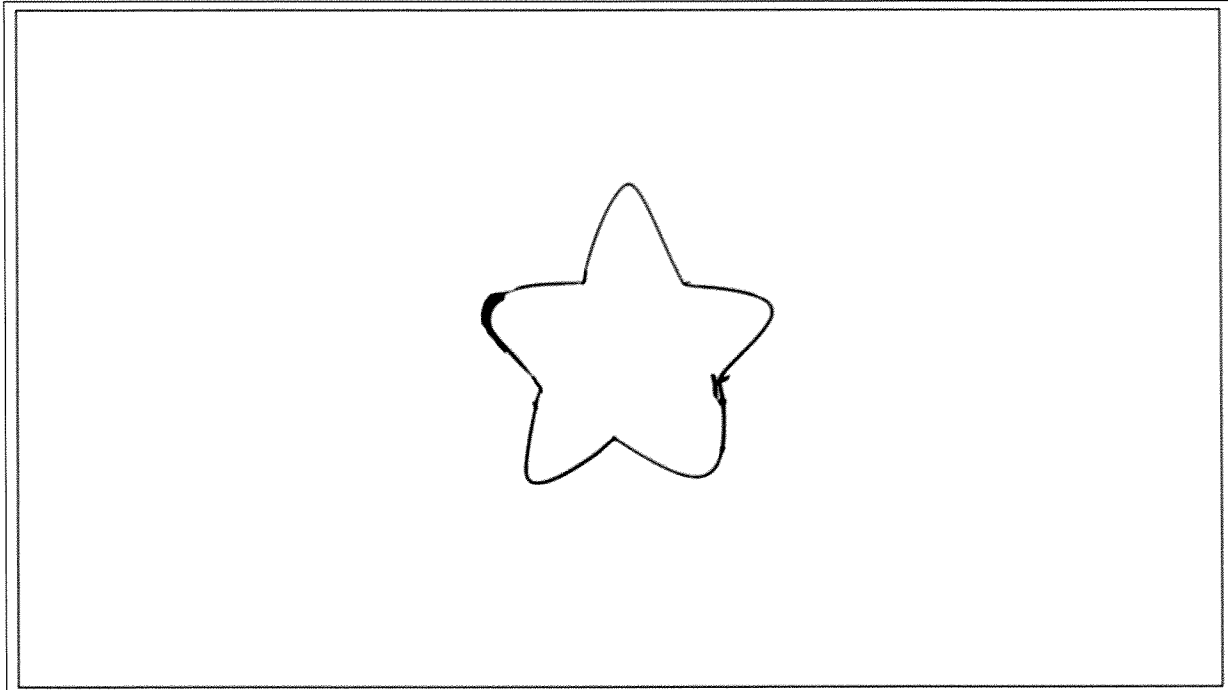
Dialogue
STEVEN: Well maybe I can get it to act like her.

Slugging
Panels 1 + 2 = 4.00

Star wipe starts at: 3.07

Notes
H.U. Amethyst to previous scene.

Scene	Panel
100	<i>CONT</i> 2



Action Notes
STAR WIPE.

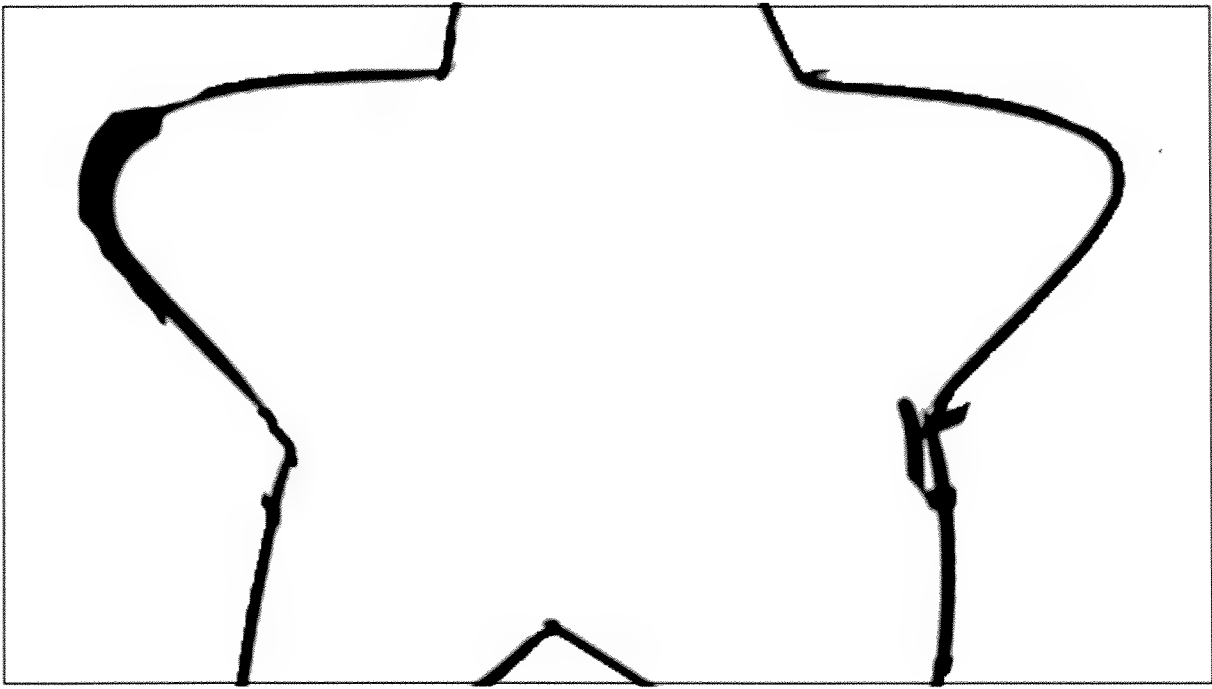
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1020.013



Scene	Panel
101	1



Action Notes

STAR WIPE.

Slugging

Panels 1 + 2 = 1.15

Scene	Panel
101	cont 2



Dialogue

STEVEN: Here we have..

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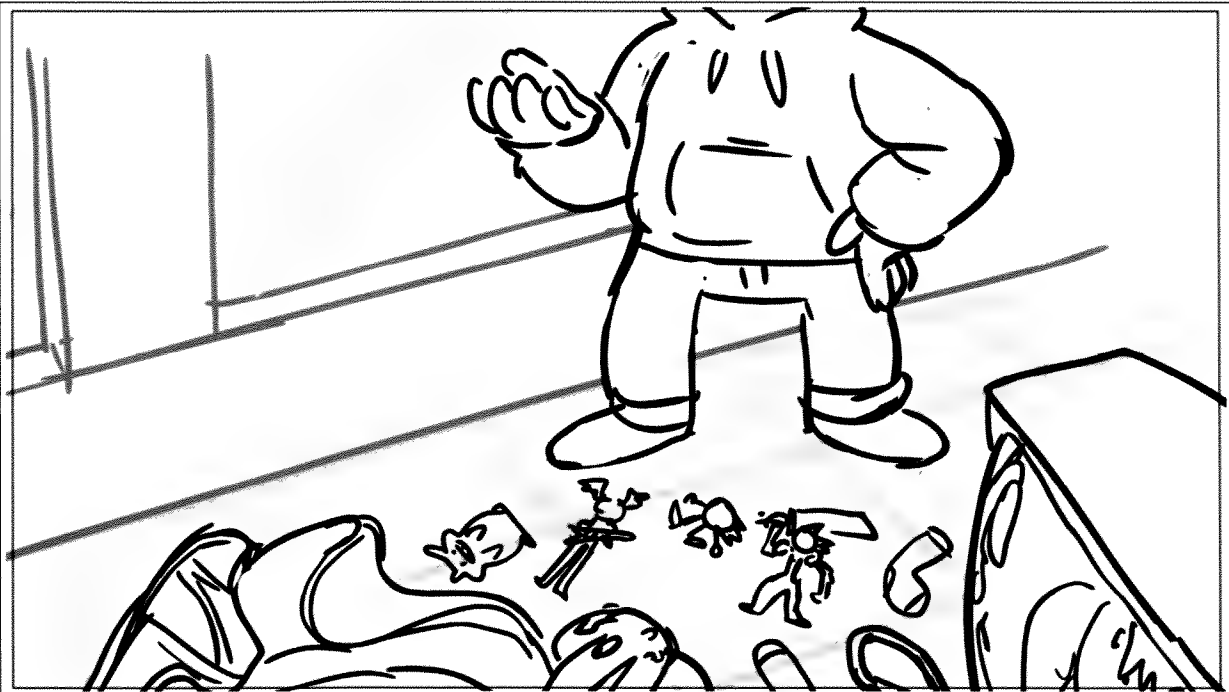
1020.013

1020.013

1020.013

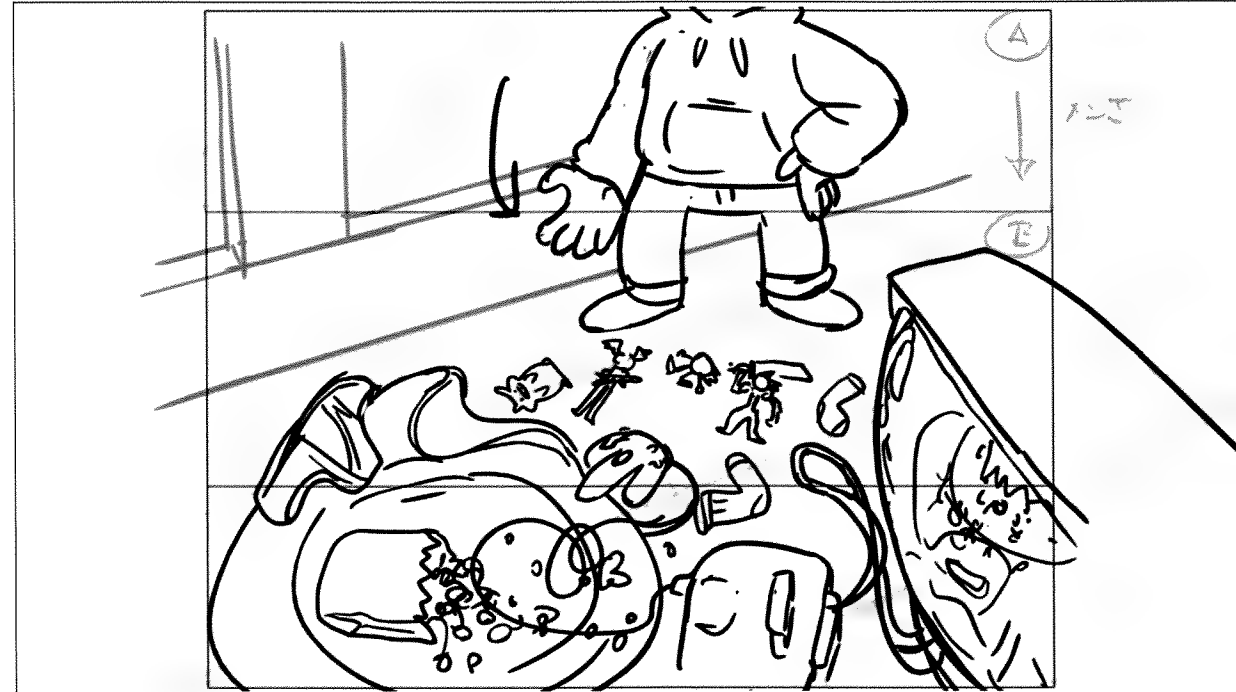


Scene	Panel
102	1



Slugging
0.07

Scene	Panel
102	2



Dialogue
STEVEN: .. a MESS.

Action Notes
Camera ADJ South follows Steven's hand's movement DOWN, reveal messy floor.

Slugging
ADJ: 0.09
Then HOLD: 0.14

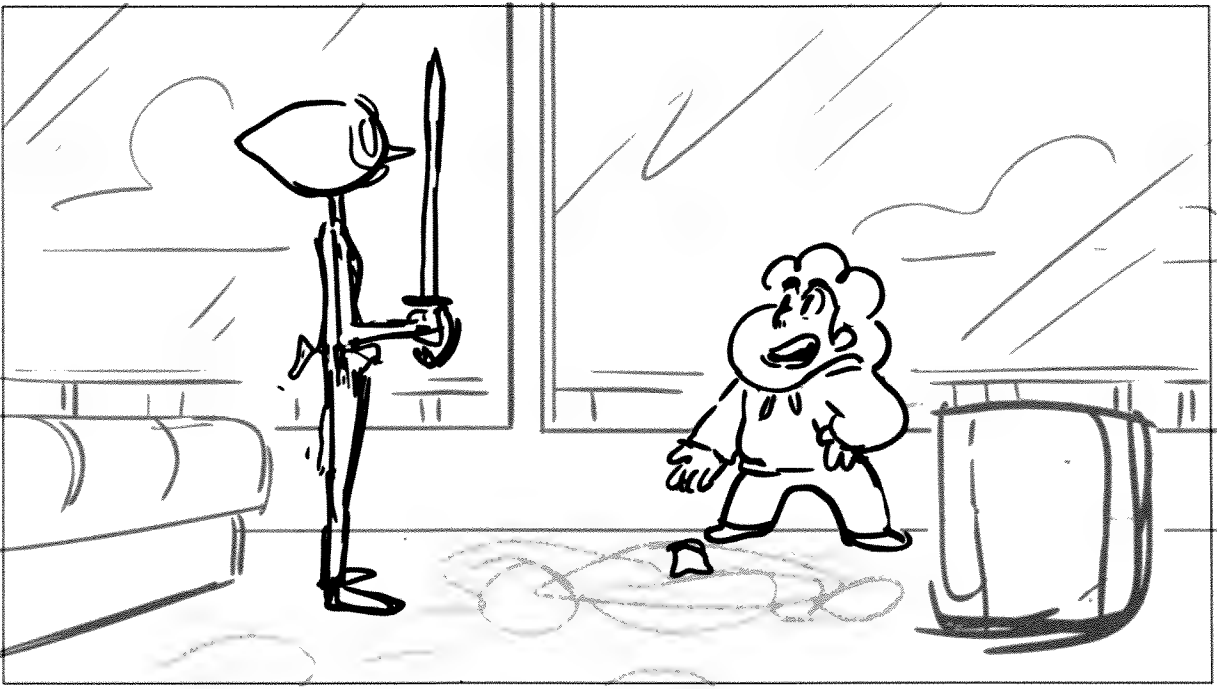
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1020.013

Scene	Panel
103	1



Dialogue

STEVEN: Organizing messes is one of Pearl's favorite hobbies!

Slugging

4.05

Scene	Panel
104	1



Dialogue

STEVEN: Here, let me show you how it's done.

Action Notes

Steven bends down towards bottom of frame.

Slugging

3.03

Notes

-SP- H.U. Steven to previous scene.

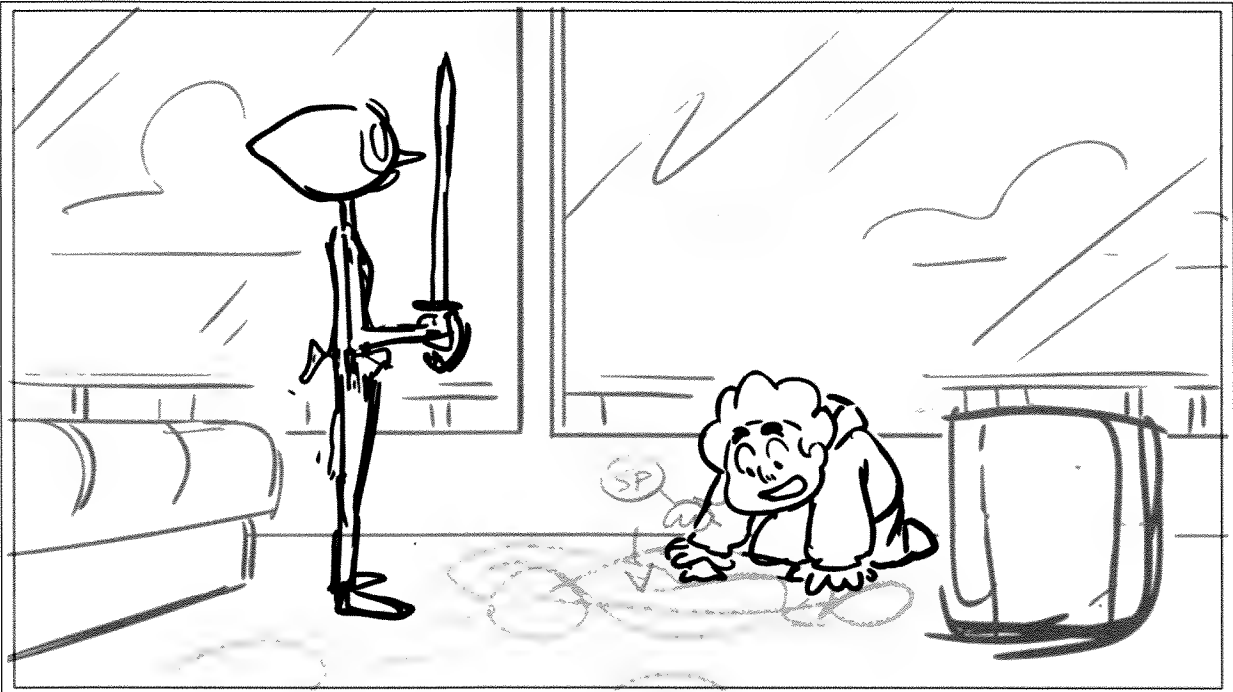
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1020.013

1020.013

Scene	Panel
105	1



Dialogue
STEVEN: Pearl likes to organize them by...

Slugging
2.09

Notes
Need H.U. for Steven - H.U. to previous scene by having Steven stand and then bend down OR in previous scene have Steven look down and drop out of frame.

Scene	Panel
105	2



Dialogue
STEVEN: ...type.

Action Notes
Steven lifts a toy off the ground a places it on the windowsill.

Slugging
1.00

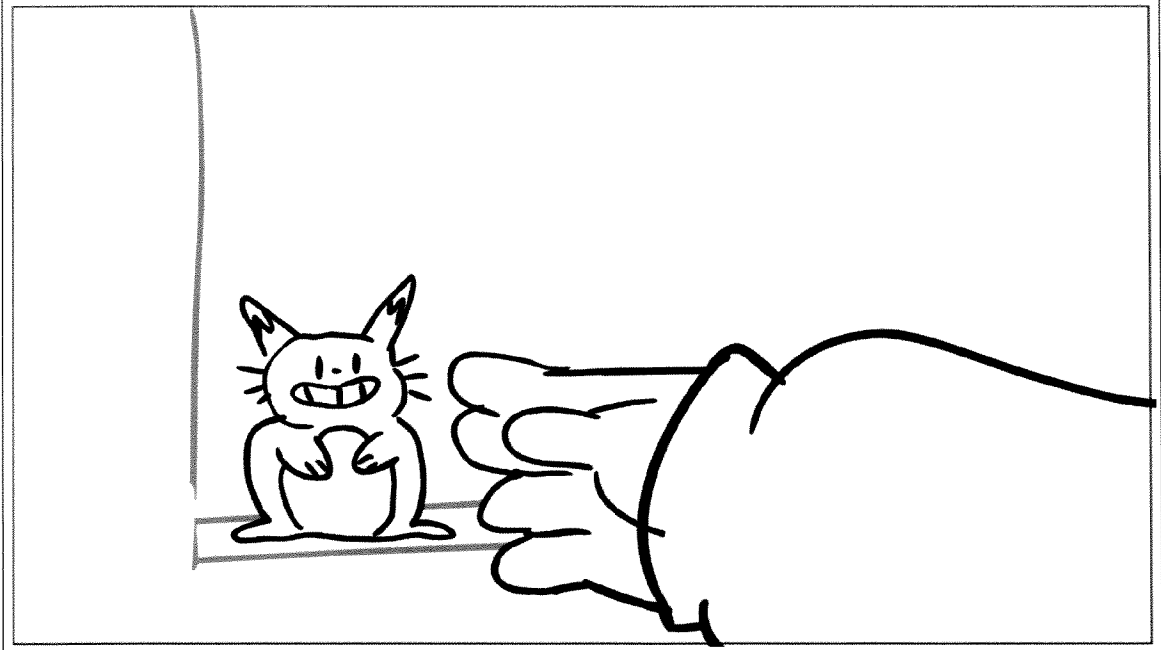
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1020.013

Scene	Panel
106	1

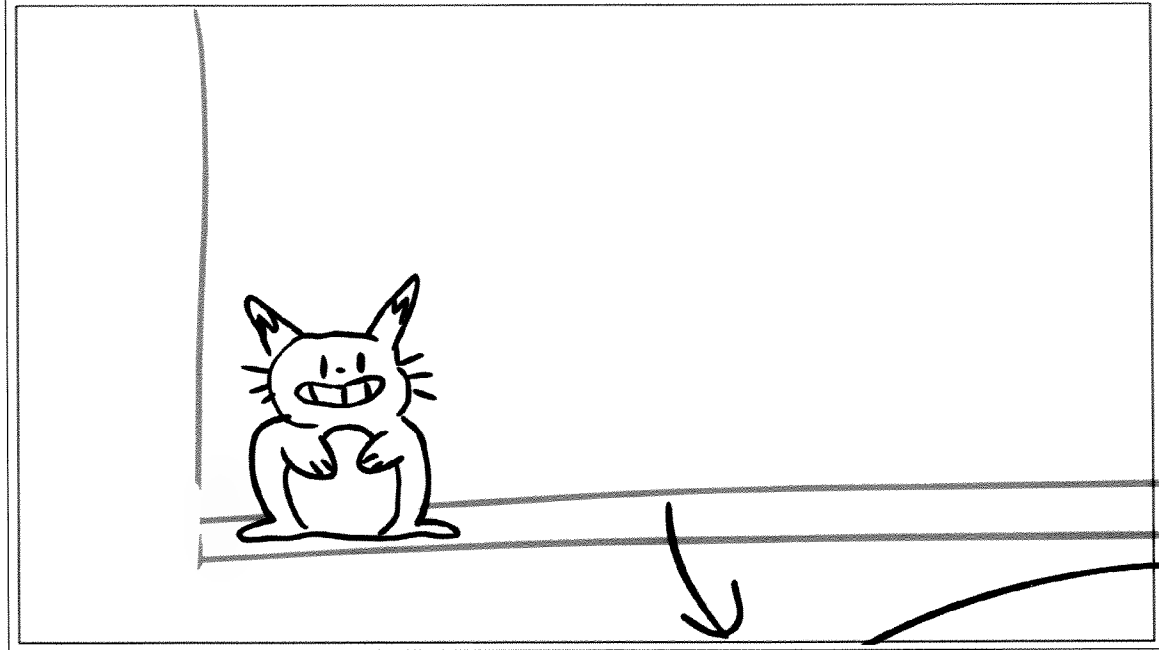


Dialogue
STEVEN: Animal,

Action Notes
Steven's right hand places the toys on the sill, one by one.

Slugging
1.06

Scene	Panel
106	2



Action Notes
Stevens hand OUT screen bottom.

Slugging
0.10

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Scene	Panel
106	CONT 3



Dialogue
STEVEN: humanoid,

Action Notes
Steven places another toy on sill.

Slugging
Panels 3 + 4 = 1.13

Scene	Panel
106	CONT 4



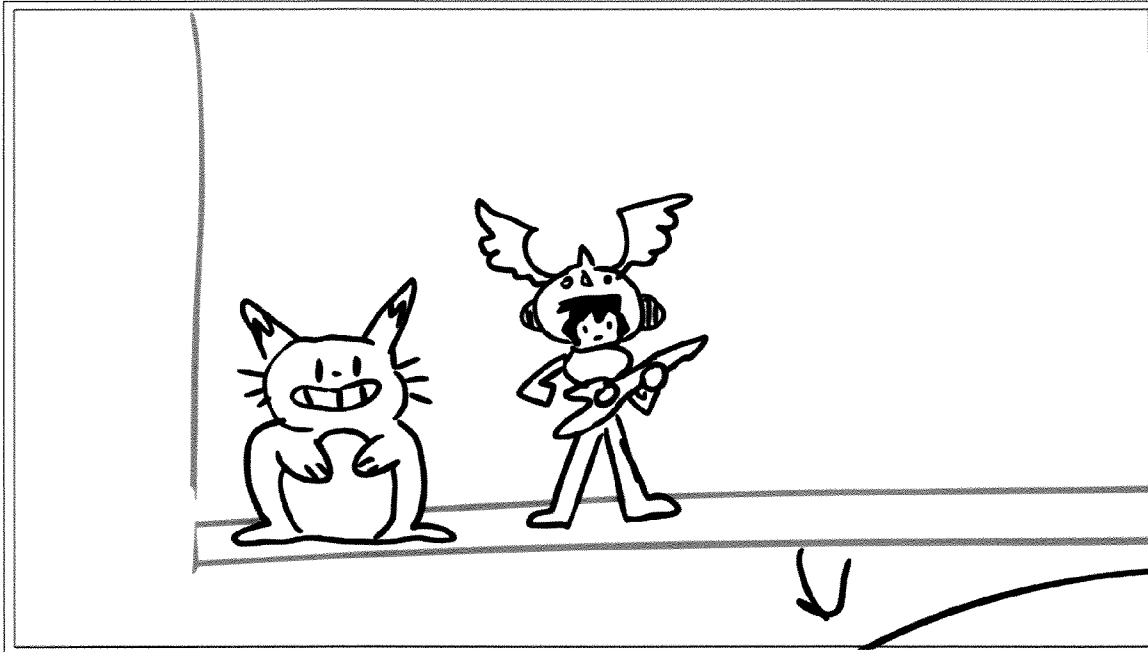
Dialogue
STEVEN: humanoid,

Action Notes
Steven places another toy on sill.

Slugging
1.13

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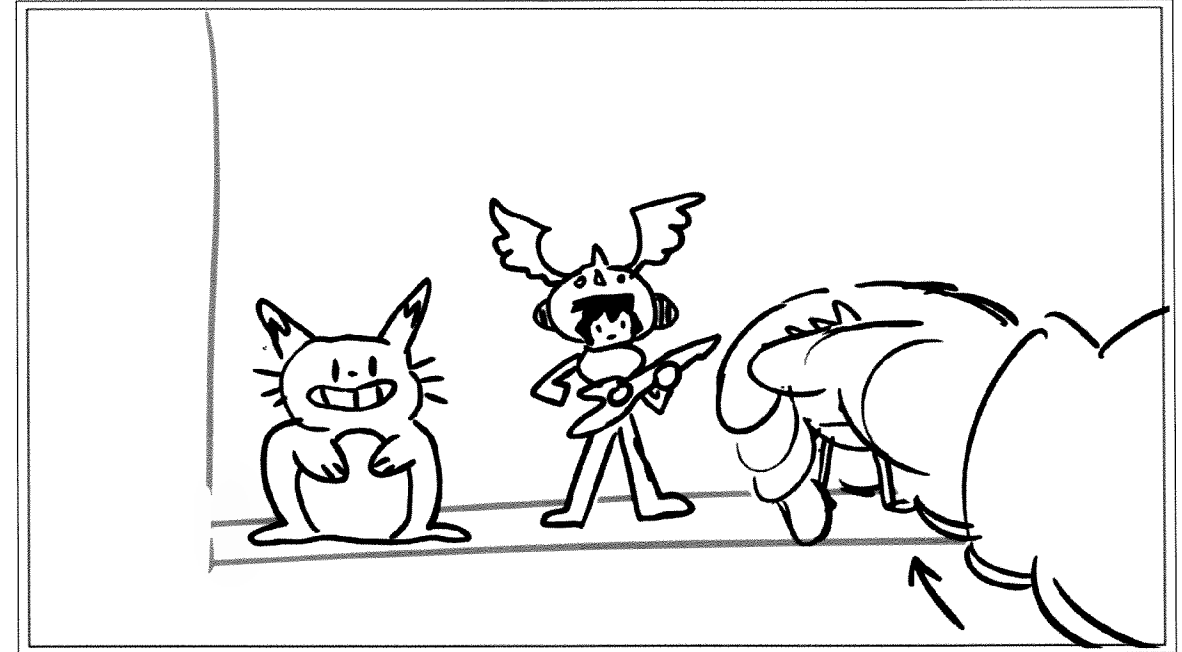
Scene 106 Panel 5



Action Notes
Stevens hand OUT screen bottom.

Slugging
0.10

Scene 106 Panel 6



Dialogue
STEVEN: miscellaneous..

Action Notes
Steven places another toy on sill.

Slugging
Panels 6 + 7 = 2.07

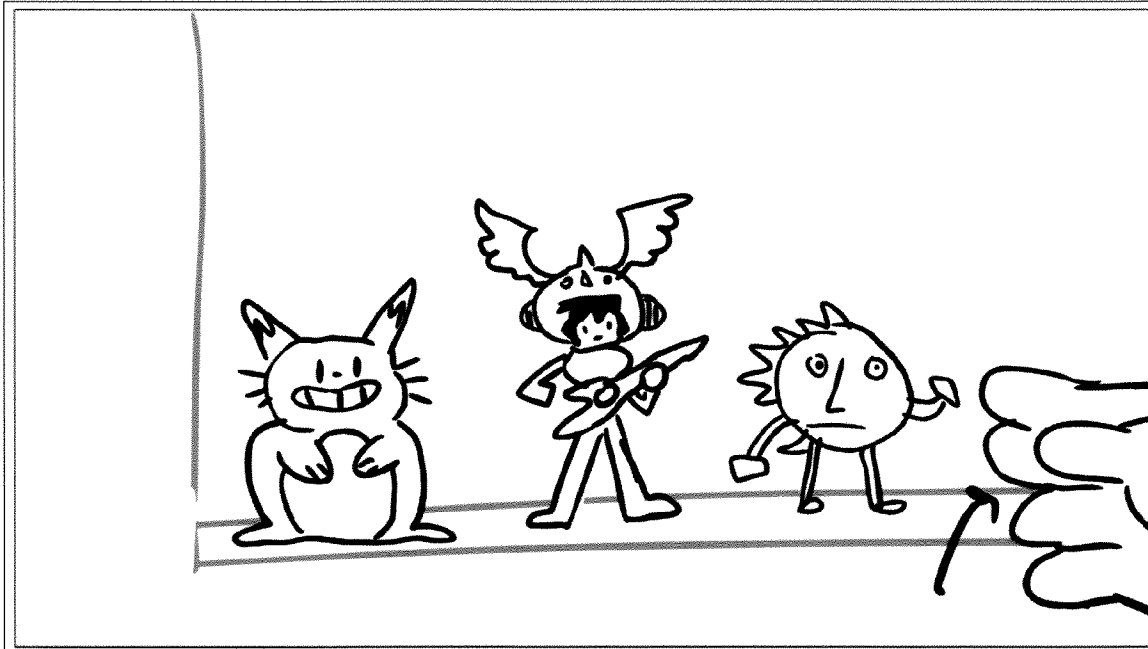
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1020-013

1020-013

Scene	Panel
106	CONT 7



Dialogue
STEVEN: miscellaneous..

Action Notes
Steven places another toy on sill.

Scene	Panel
107	1



Dialogue
STEVEN: See?

Slugging
1.02

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1020.013

1020.013

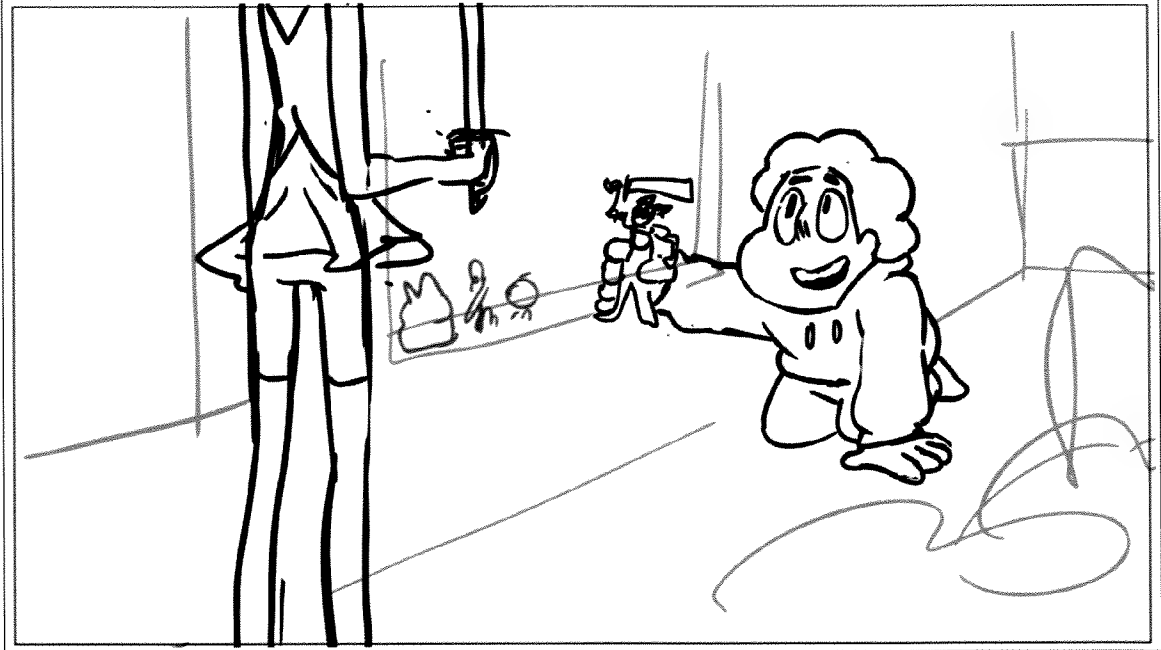
Scene	107	Panel	2
		<i>cont</i>	



Action Notes
Steven reaches down to pick up another toy.

Slugging
0.08

Scene	107	Panel	3
		<i>cont</i>	



Dialogue
STEVEN: Now you try!

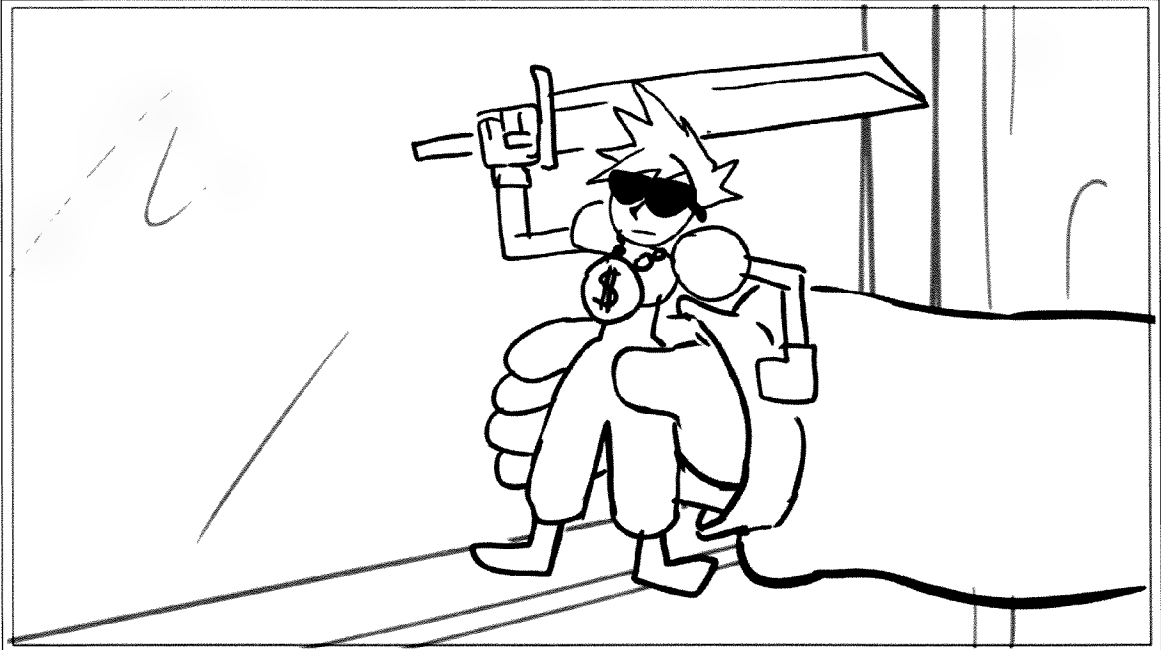
Action Notes
Steven presents toy to Holo-Pearl.

Slugging
2.04

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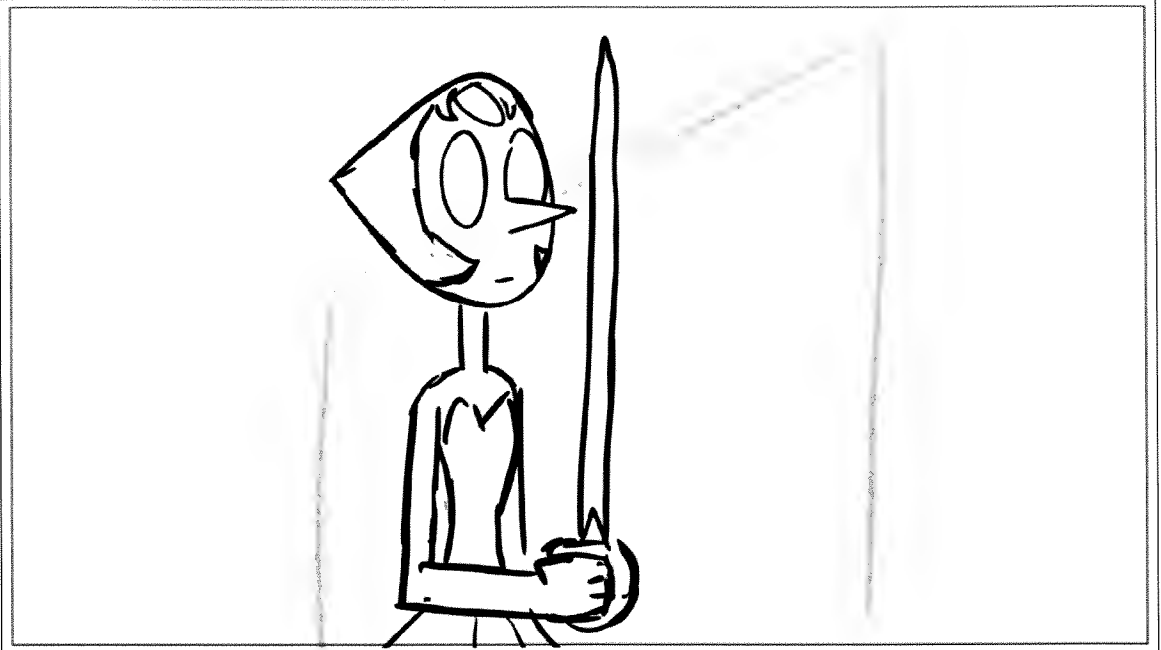


Scene	Panel
108	1



Slugging
1.09

Scene	Panel
109	1



Slugging
1.01

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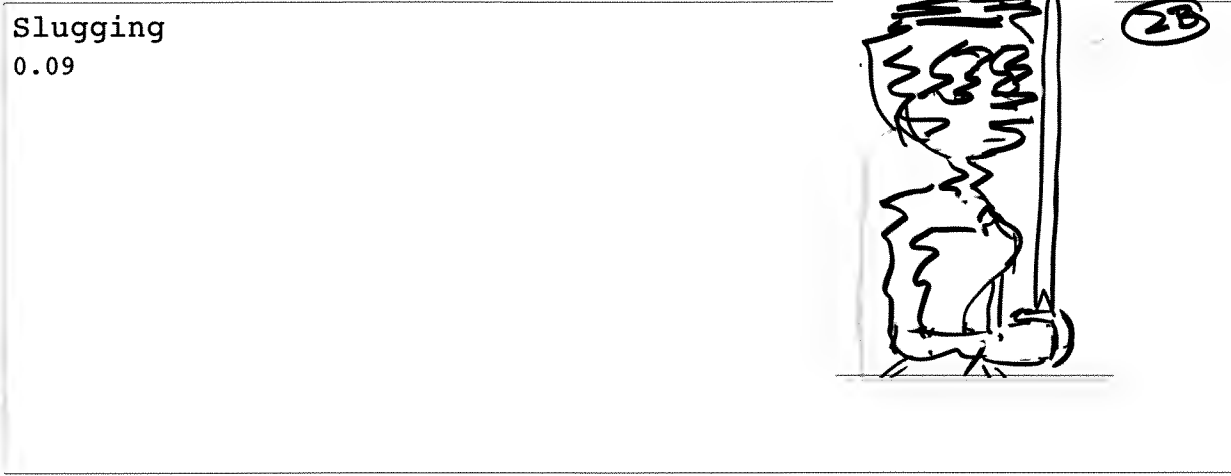
1020-013

1020-013

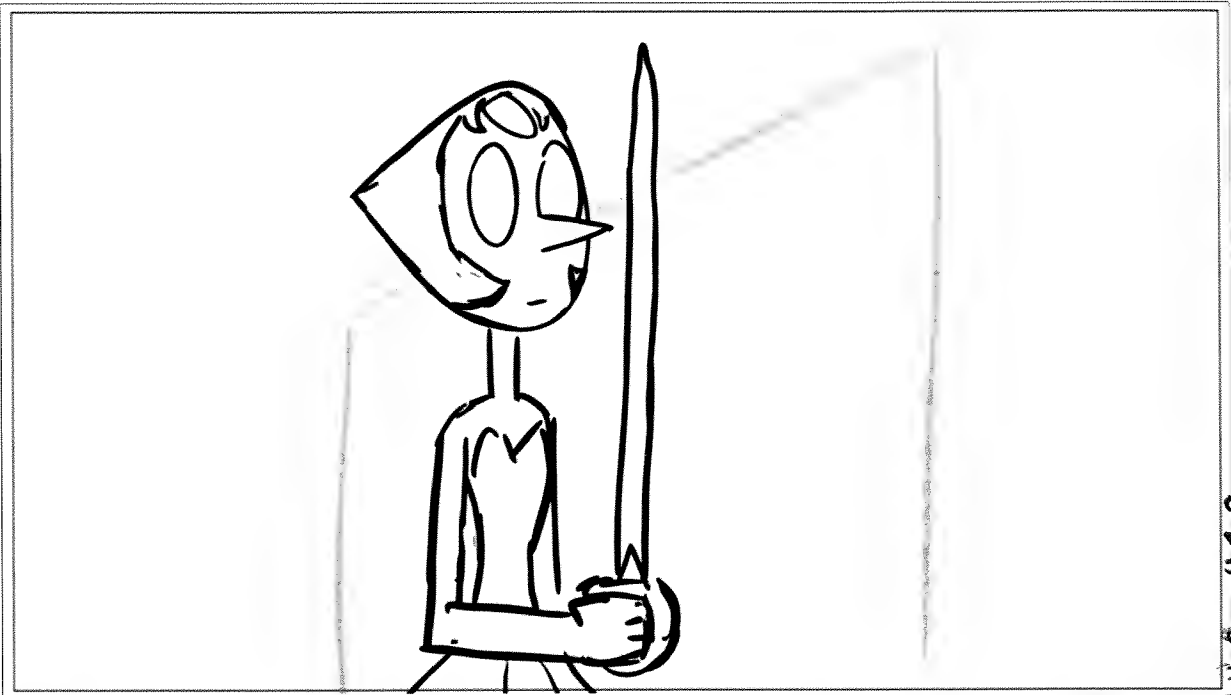
Scene 109 Panel 2
CONT



Action Notes
Holo-Pearl glitches, the sword is unaffected.



Scene 109 Panel 3
CONT



Slugging
0.11

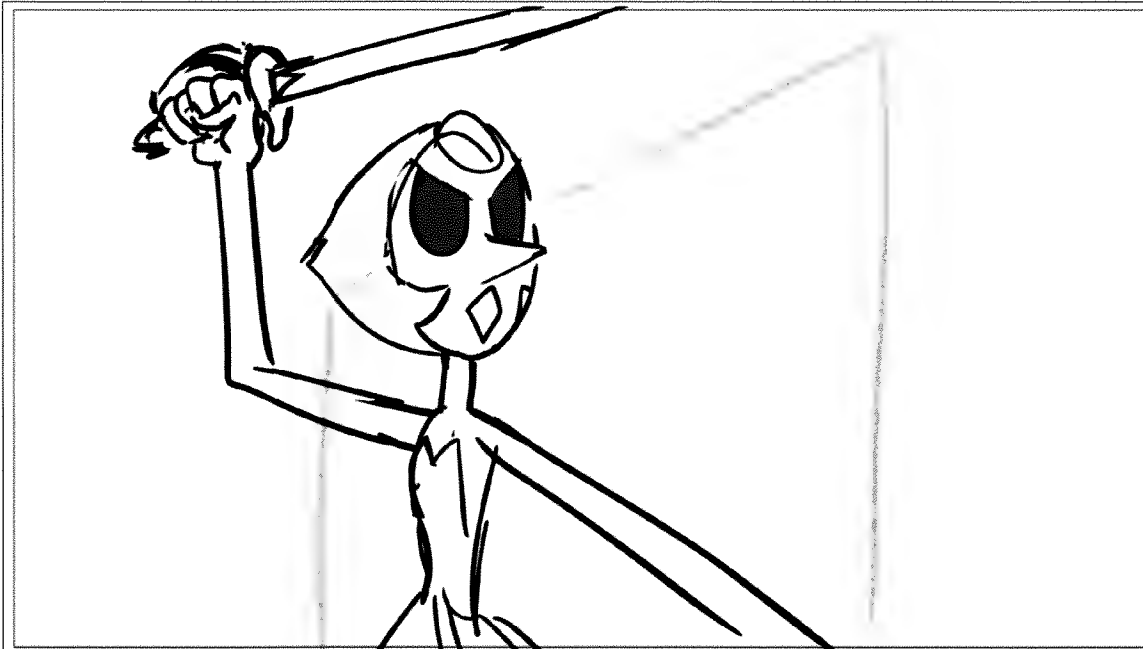
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Scene 109 Panel 4
CONT



Dialogue

HP: You've drawn your sword in vain!

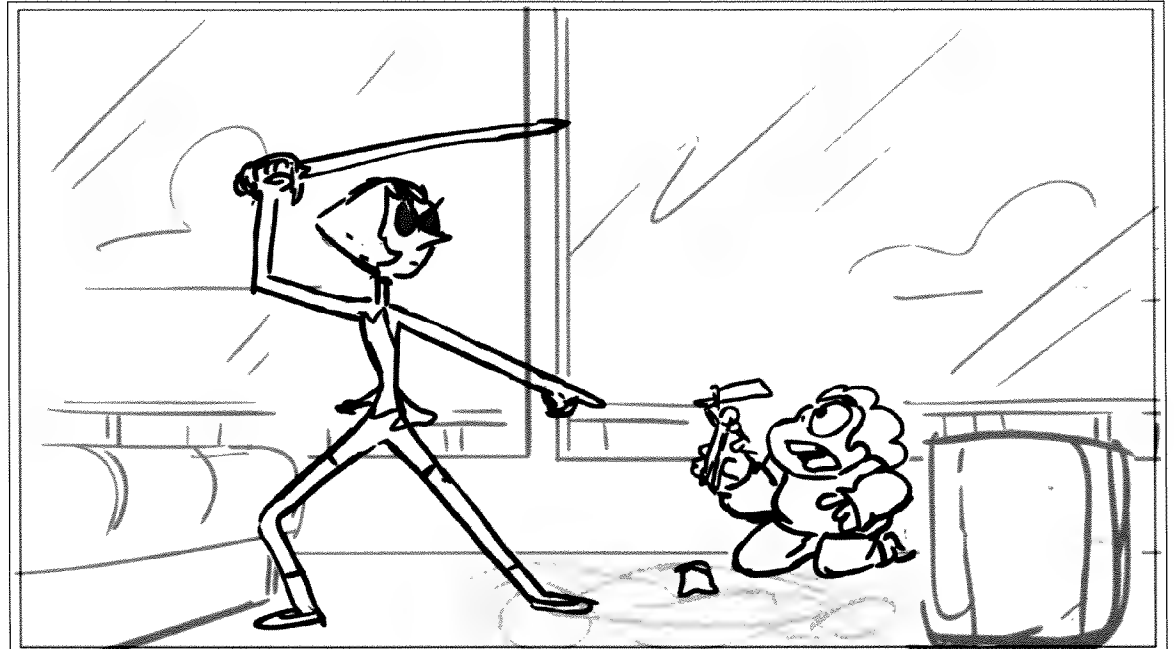
Action Notes

Holo-Pearl suddenly raises sword and eyes turn red.

Slugging

2.09

Scene 110 Panel 1



Dialogue

STEVEN: Wh-what?

Slugging

1.06

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1020.013

1020.013

Scene 110 Panel 2
CONT



Action Notes

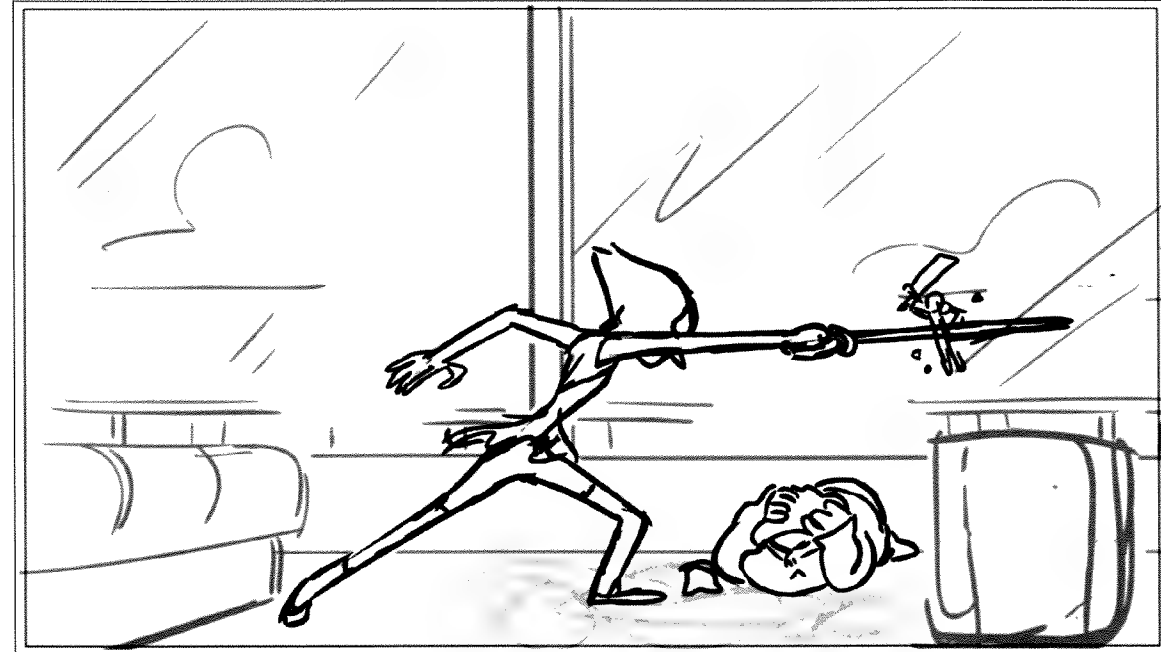
Steven throws his arms in the air in surprise, accidentally throwing the toy into the air.

Holo-Pearl raises her point finger towards the toy. She antics back.

Slugging

0.08

Scene 110 Panel 3
CONT



Dialogue

STEVEN: Ah!

Action Notes

Holo-Pearl stabs sword through toy as Steven ducks for cover.

Slugging

0.13

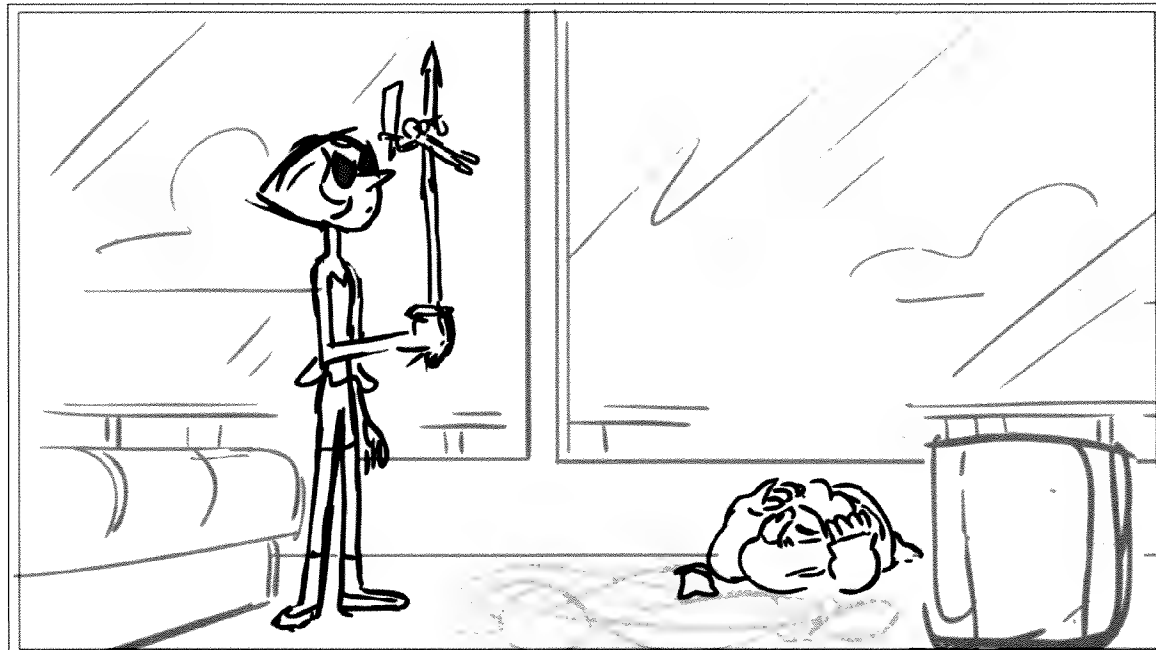
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1020:013

1020:013

Scene	Panel
110	4



Action Notes

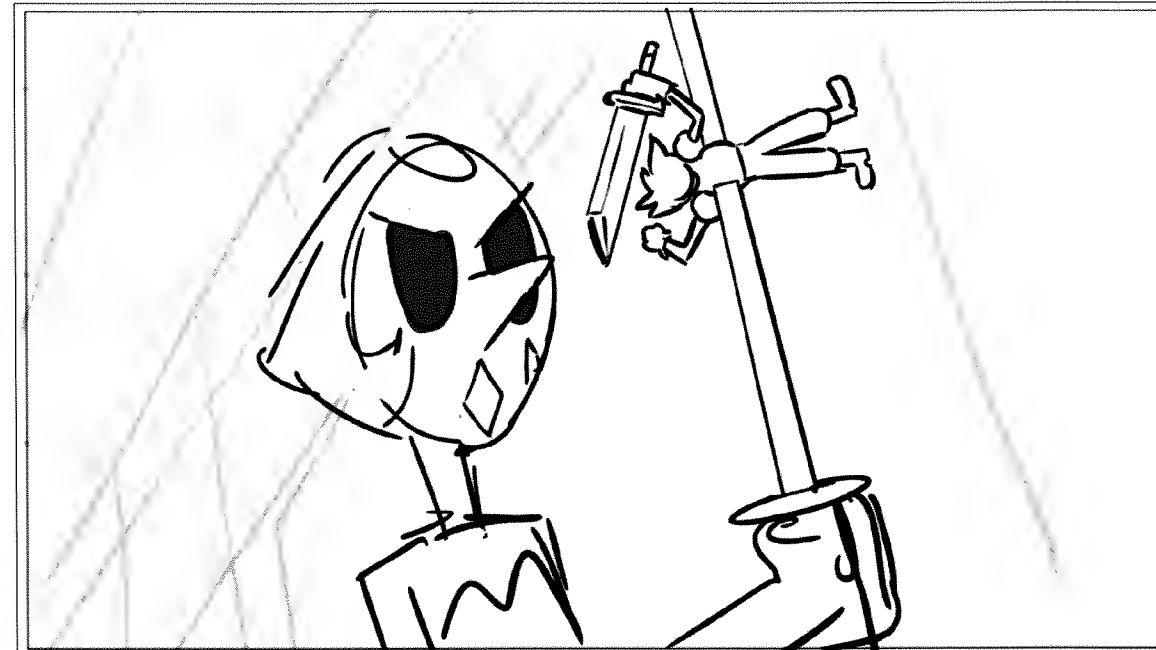
Holo-Pearl steps back and looks at skewered toy.

Steven peeks one eye open to look.

Slugging

1.00

Scene	Panel
111	1



Dialogue

HP: Challenger defeated.

Slugging

2.05

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1020.013

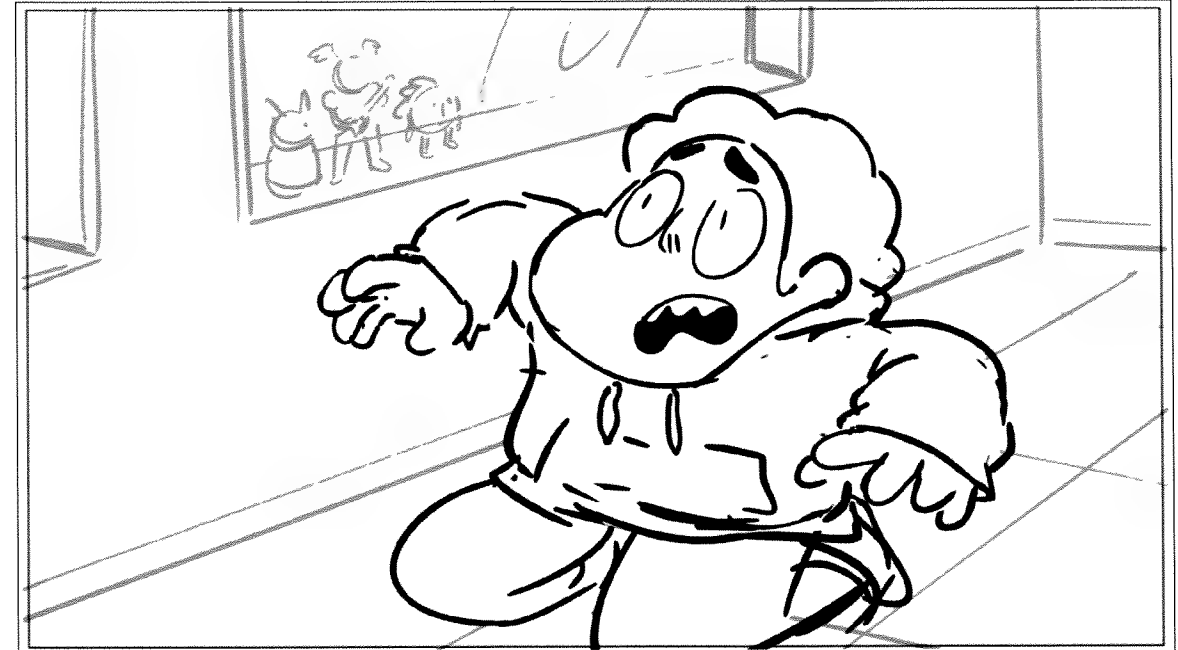
Scene	Panel
111	cont 2



Action Notes
Holo-Pearl's eyes return to normal.

Slugging
1.07

Scene	Panel
112	1



Slugging
0.06

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1020.013

Scene	Panel	
	112	cont
		2



Dialogue

STEVEN: *Exhale* Maybe we need to try something else..

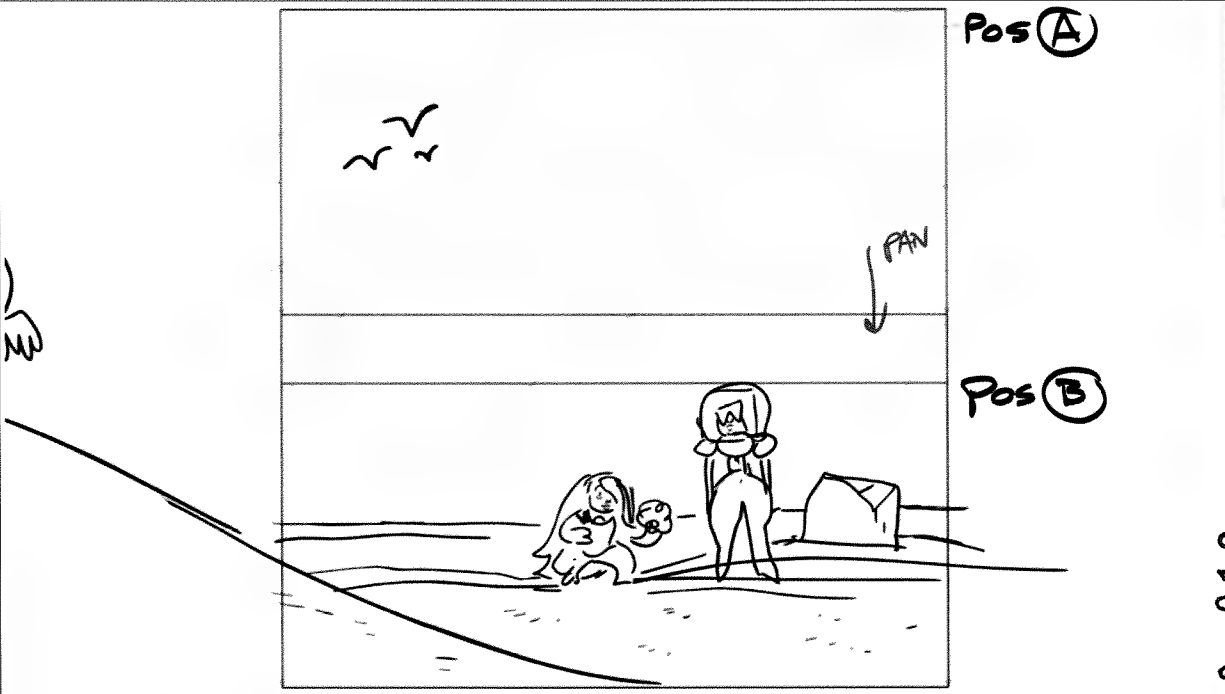
Action Notes

Steven scratches his head.

Slugging

4.08

Scene	Panel	
	113	
		1



Action Notes

Shot of overcast sky with seagulls flying in the distance.

Camera ADJ South - to show Amethyst and Garnet.

Slugging

HOLD: 1.12

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1020.013

Scene	113	Panel	2
<p>Action Notes</p> <p>Shot of overcast sky with seagulls flying in the distance.</p> <p>Amethyst has a cloud in her hand.</p>			
<p>Slugging</p> <p>ADJ: 0.11</p> <p>Then HOLD: 0.14</p>			

Scene	114	Panel	1
<p>Dialogue</p> <p>AMETHYST: I'm gonna do it.</p>			
<p>Action Notes</p> <p>Amethyst has a cloud in her hand.</p>			
<p>Slugging</p> <p>2.05</p>			
<p>AUG 06 2013</p>			

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1020.013



Scene	Panel
115	1



Dialogue
GARNET: Go on then.

Slugging
1.10

Scene	Panel
116	1



Slugging
0.04

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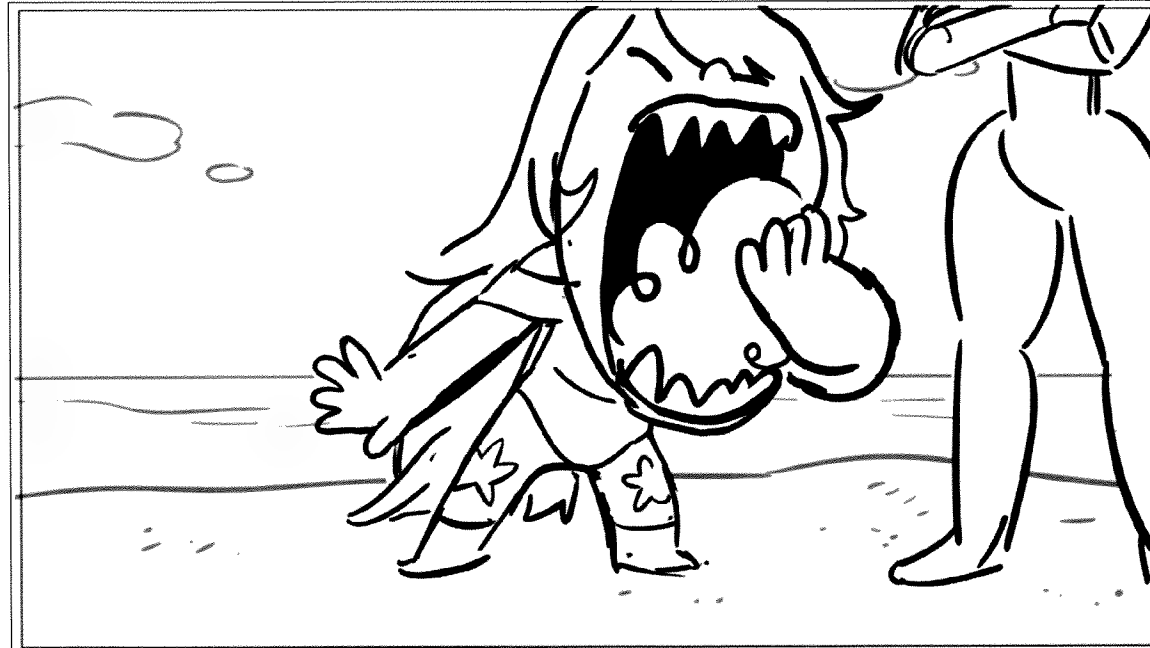
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Scene 116 Panel 2
CONT



Slugging
0.05

Scene 116 Panel 3
CONT



Action Notes
Amethyst stretches her mouth open super wide to eat cloud.

Slugging
0.05

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1020.013

Scene 116 Panel 4
CONT



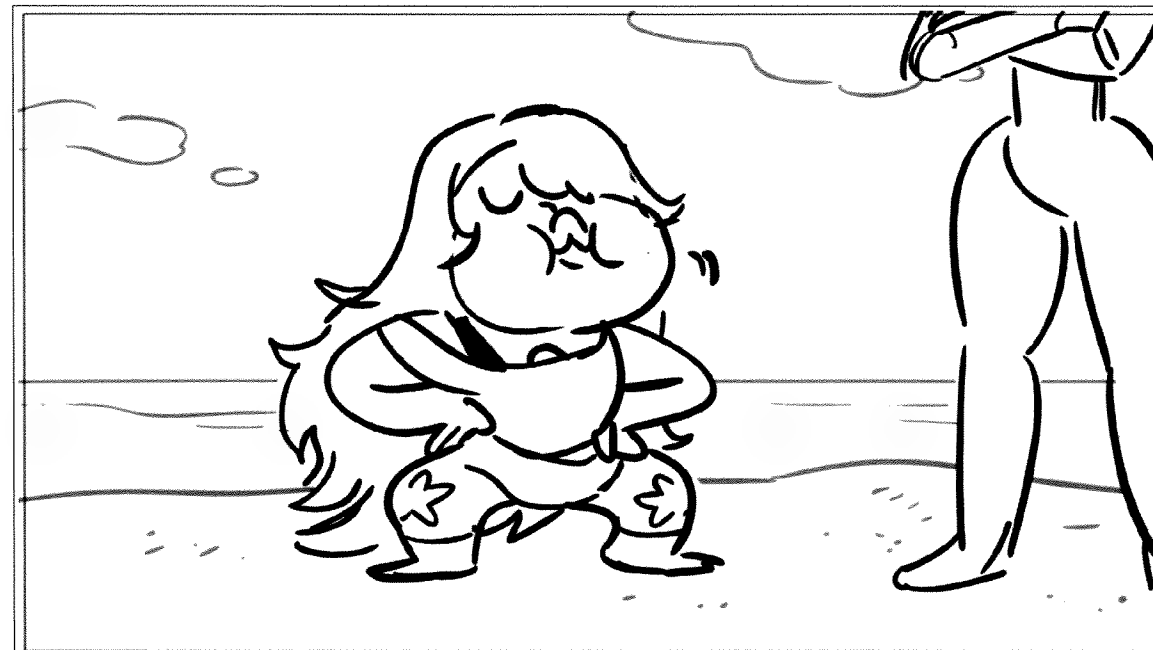
Action Notes

Amethyst fits whole cloud in her mouth. Tiny cloud bits dissipate around her.

Slugging

0.11

Scene 116 Panel 5
CONT



Dialogue

AMETHYST: *Chewing*

Action Notes

Amethyst chews contently for a beat.

Slugging

2.02

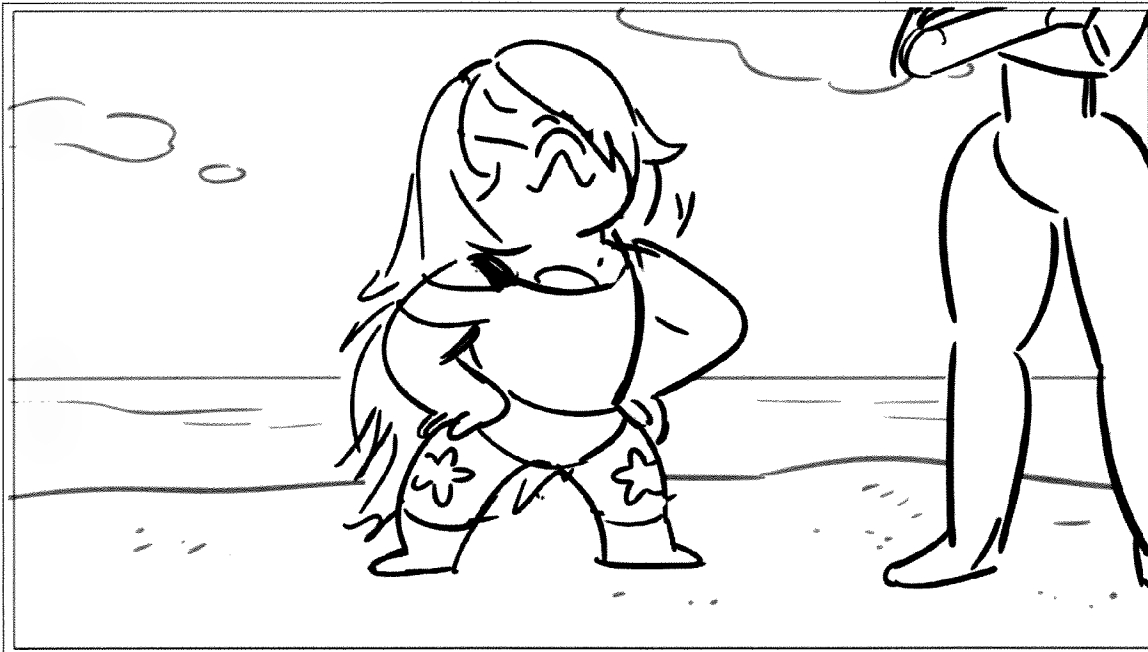
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1020.013

Scene 116 Panel 6
cont



Dialogue
AMETHYST: *gulp*

Action Notes
Amethyst swallows cloud.

Slugging
1.00

Scene 116 Panel 7
cont



Action Notes
Amethyst smiles for a beat.

Slugging
1.07

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Scene	Panel
116	CONT 8



Action Notes

Amethyst suddenly poofs up like a balloon to her surprise.

Slugging

1.10

Scene	Panel
116	CONT 9



Action Notes

Amethyst slowly starts floating upwards.

Slugging

0.13

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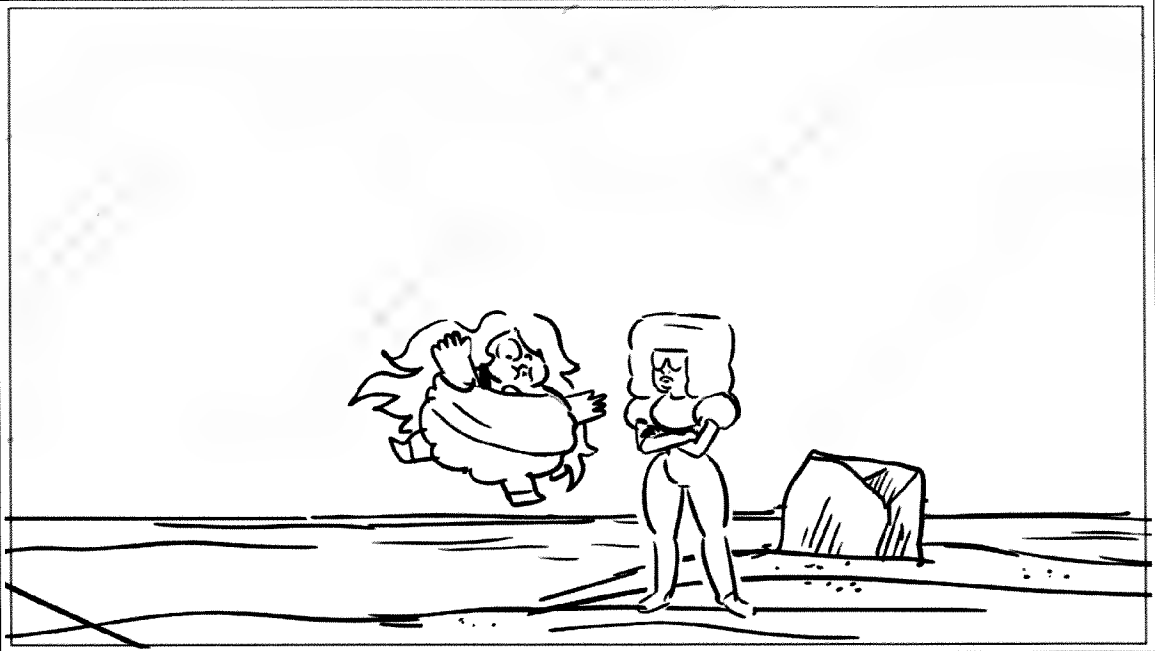
1020.013

1020.013

1020.013



Scene	Panel
116	10
	
<p>Action Notes</p> <p>Amethyst begins to leave frame.</p>	
<p>Slugging</p> <p>0.13</p>	

Scene	Panel
117	1
	
<p>Action Notes</p> <p>Ametyst slowly floating upwards.</p>	
<p>Slugging</p> <p>0.09</p>	

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Scene 117 *cont* Panel 2



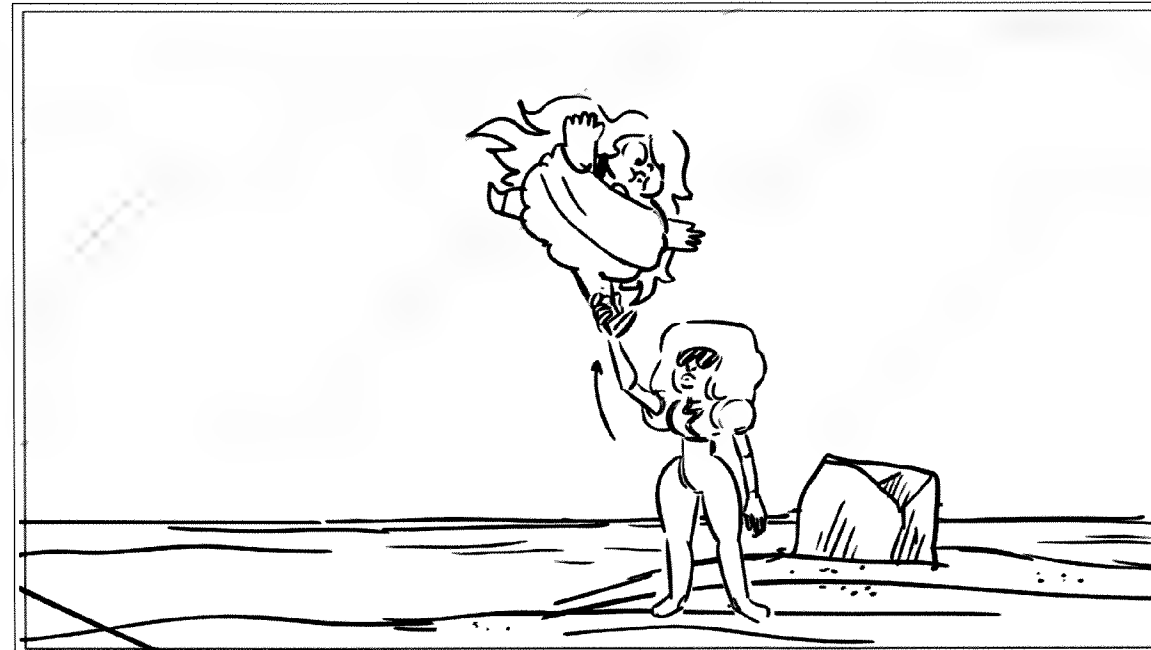
Action Notes

Garnet uncrosses her arms and reaches towards Amethyst.

Slugging

0.10

Scene 117 *cont* Panel 3



Action Notes

Garnet grabs onto Amethyst's foot. They stay there for a beat, Amethyst's hair blowing slightly in the wind.

Slugging

Hold for a beat.

1.08

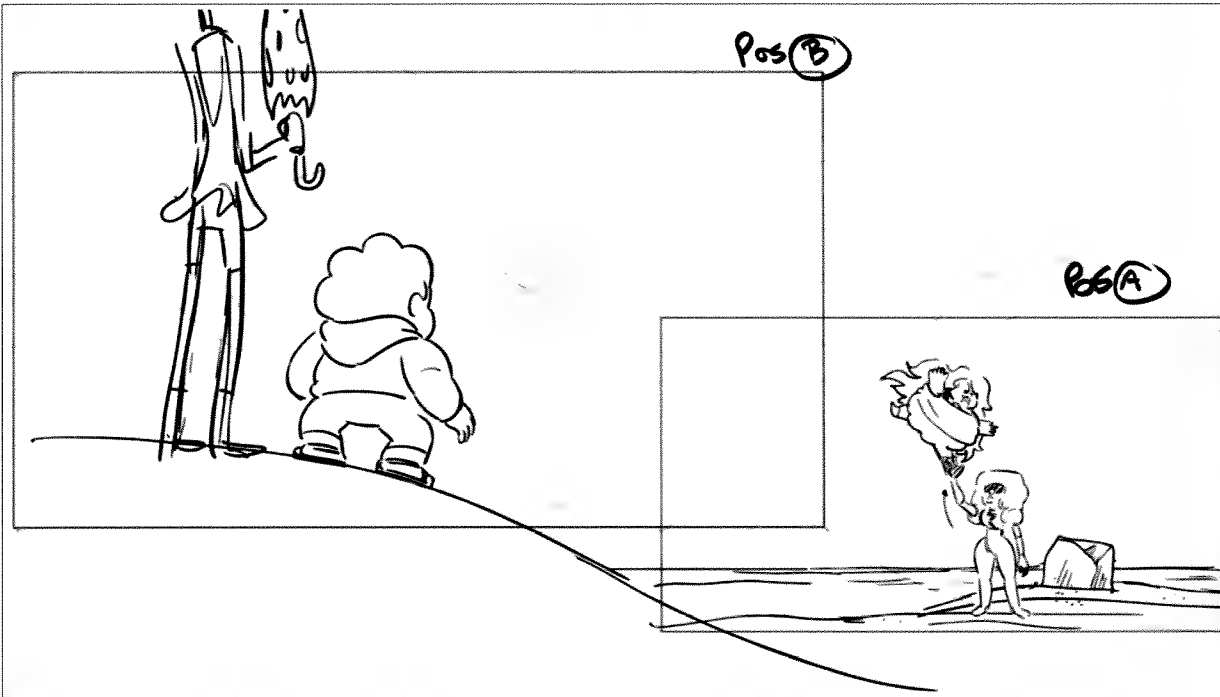
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1020.013

1020.013

Scene 117 Panel 4
CONT



Dialogue

STEVEN: *Laughing*

Action Notes

Camera ADJ NW - over to Steven and Holo-Pearl.

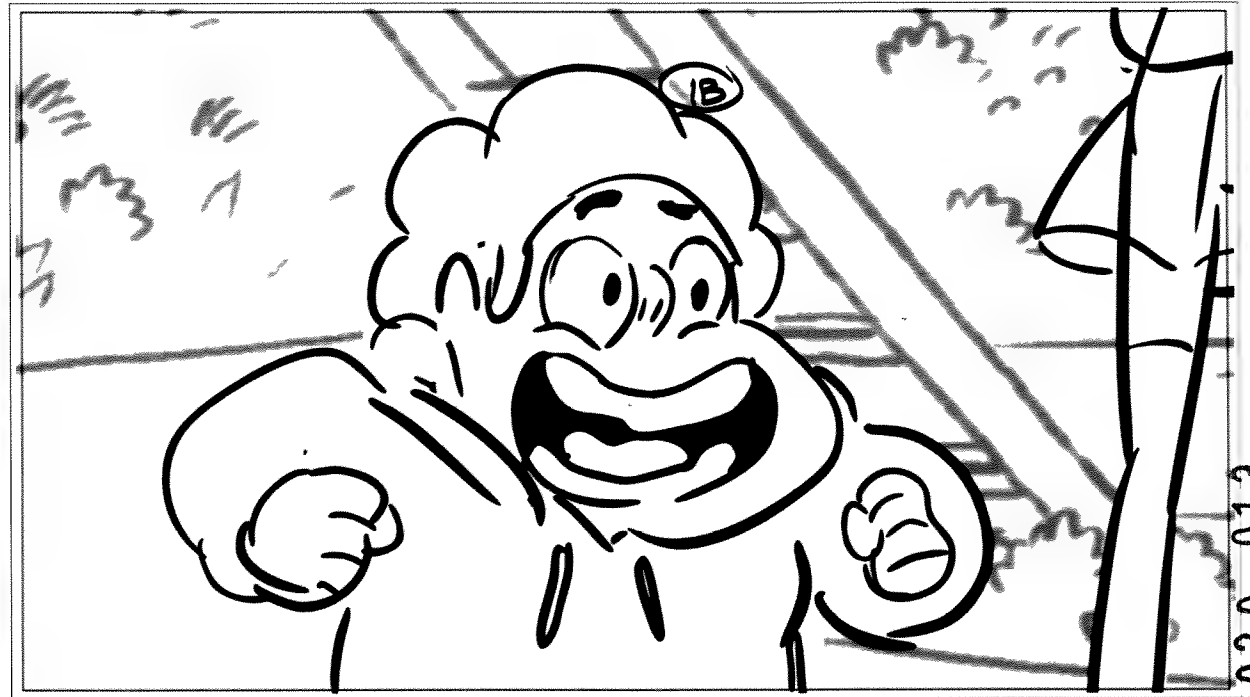
First camera ADJ West then slightly upwards to Steven.

Slugging

ADJ: 2.02

Then HOLD: 0.12

Scene 118 Panel 1



Dialogue

STEVEN: Pearl always likes to tease Amethyst...

Slugging

2.08

Notes

Need H.U. for Steven to previous scene.



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Scene 118 Panel 2
1020.013



Dialogue

STEVEN: ... when she does funny stuff like this.

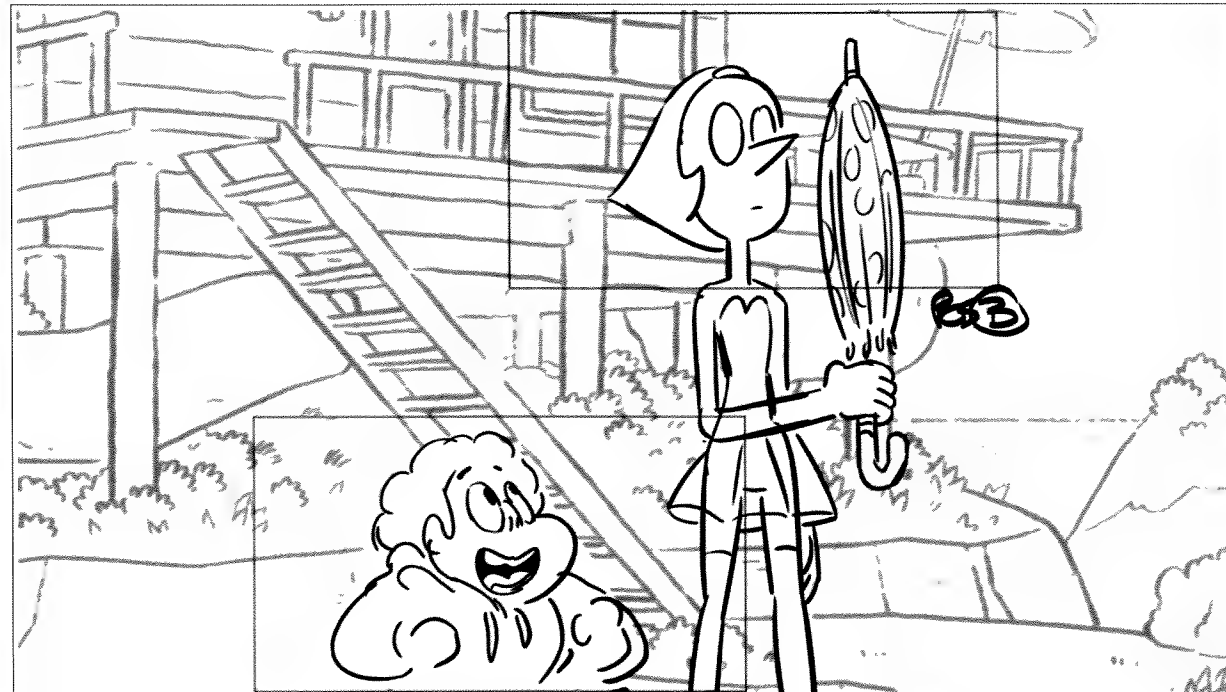
Action Notes

Steven looks up at Holo-Pearl.

Slugging

2.11

Scene 118 Panel 3



Action Notes

Pan ADJ NE to show Holo-Pearl's face.

Slugging

ADJ: 0.06

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Scene 118 Panel 4
cont



Slugging
Panels 4 + 5 = 3.00

Scene 118 Panel 5
cont



Dialogue
HP: I won't go easy on you this time!

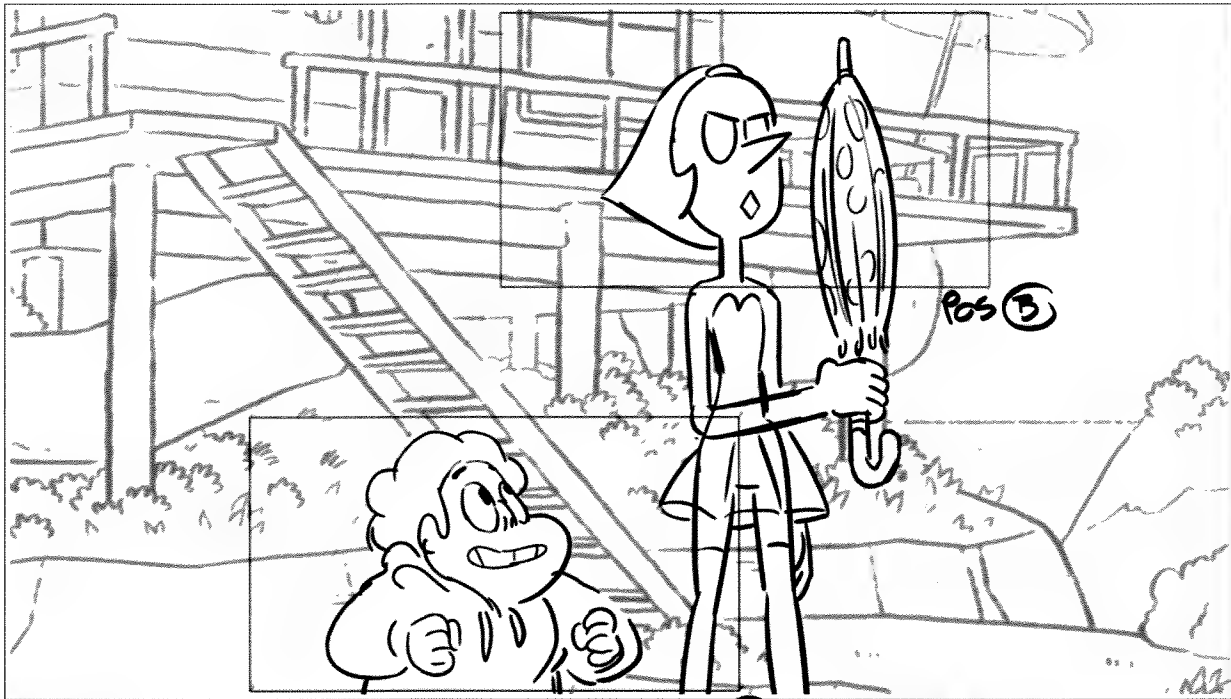
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1020.013

1020.013

1020.013

Scene	Panel
118	<i>cont</i>



Action Notes

Camera ADJ SW back down to Steven.

Slugging

ADJ: 0.06

Scene	Panel
118	<i>cont</i>



Dialogue

STEVEN: That's the spirit!

Slugging

2.02

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1020-013

1020-013

1020-013



Scene	119	Panel	1
Dialogue STEVEN (os): What are...			
Action Notes Amethyst's hair blowing slightly in the wind.			
Slugging 1.01			

Scene	119	Panel	2
Dialogue STEVEN: ...you...			
Action Notes Steven and Holo-Pearl enter from West, Amethyst and Garnet look at them.			
Slugging 0.08			

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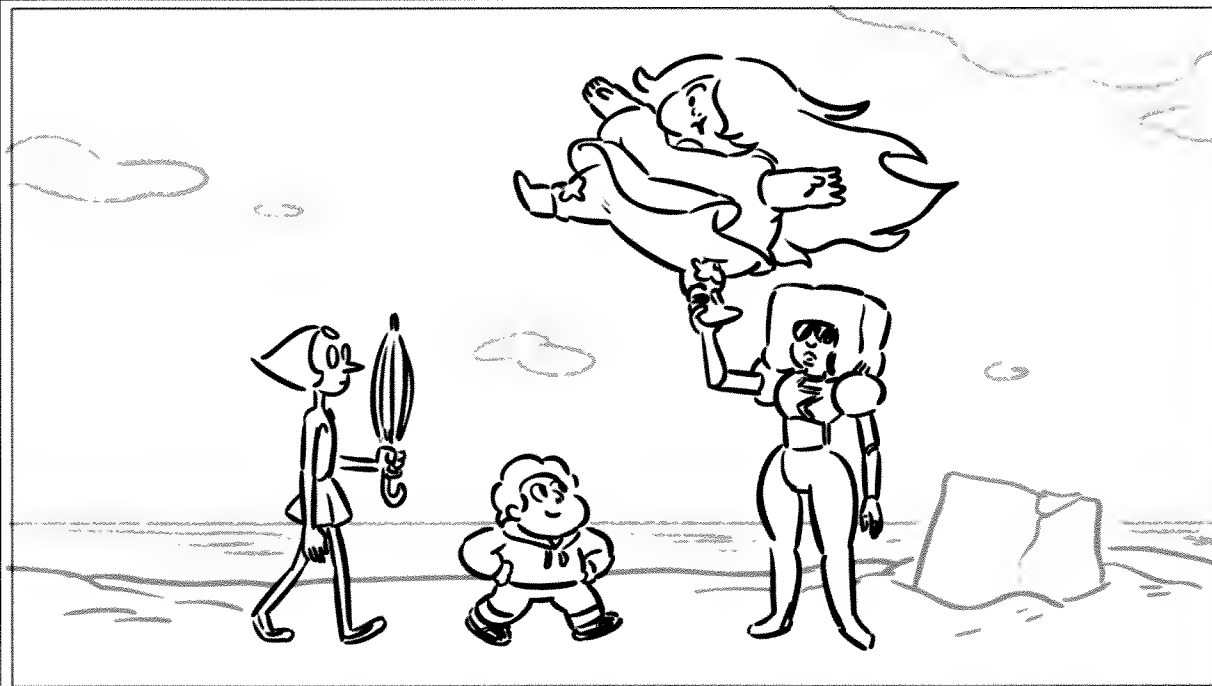
Scene

Panel

119

can

3



Dialogue

STEVEN: ...rascals...

Action Notes

H/U STEVEN AND HOLO PEARL to next scene

Slugging

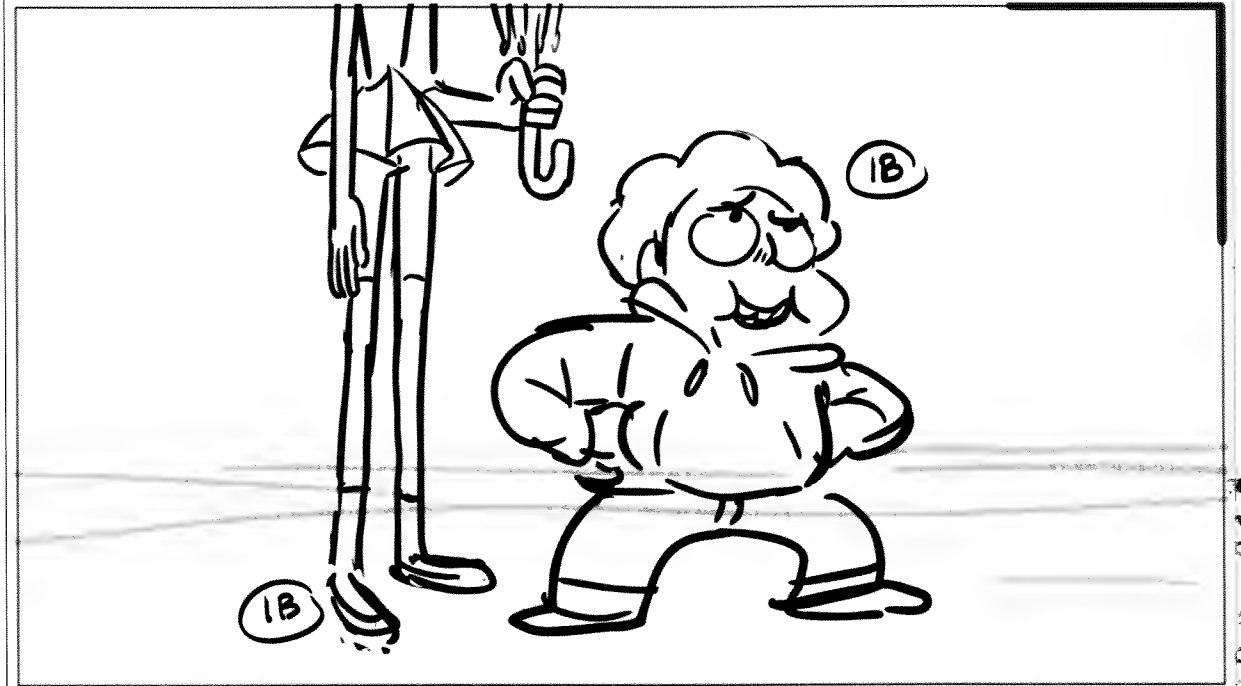
1.00

Scene

Panel

120

1



Dialogue

STEVEN: ...doin' over here?

Slugging

1.10

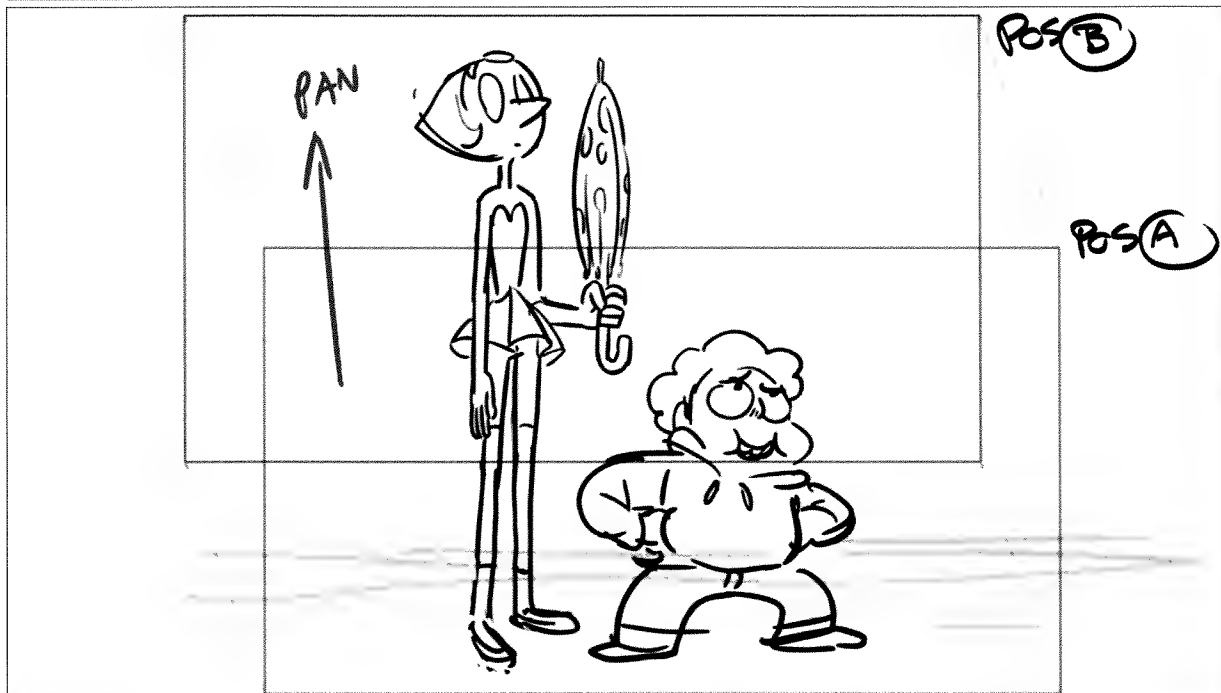
AUG 06 2013

1020.013

1020.013

1020.013

Scene 120 Panel 2
cont



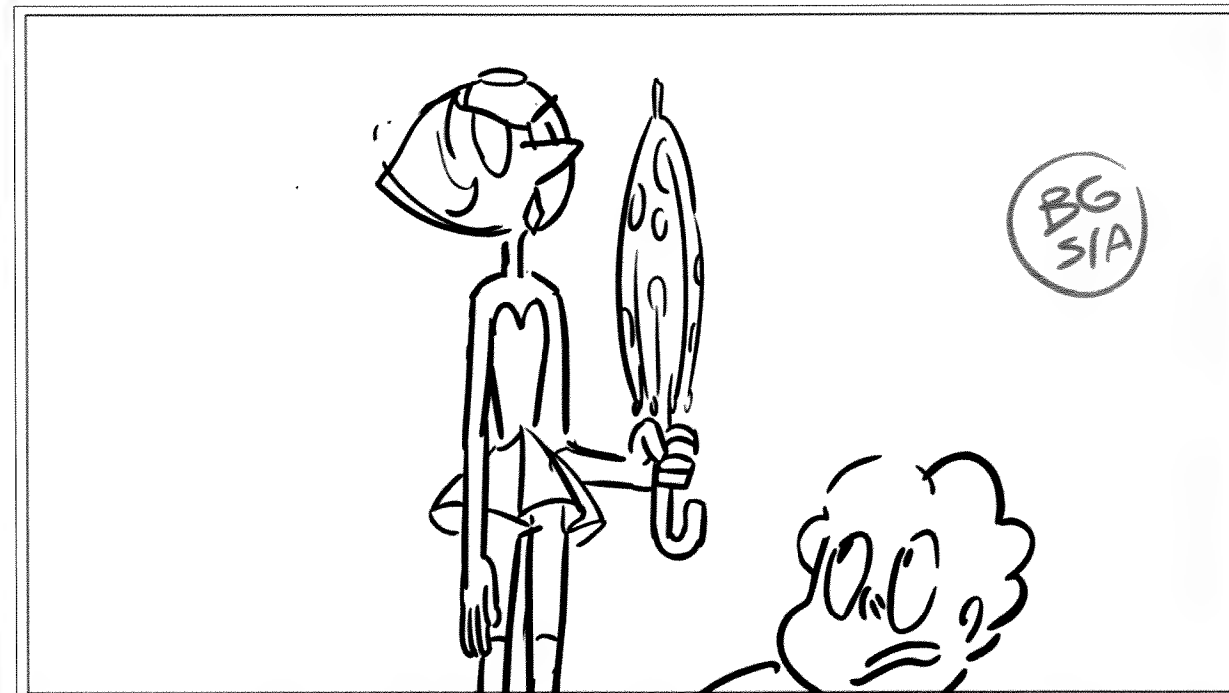
Action Notes

Camera ADJ NW to show Holo-Pearl.

Slugging

ADJ: 0.06

Scene 120 Panel 3
cont



Dialogue

HP: DRAW YOUR WEAPON CHALLENGER!!

Action Notes

Steven turns, surprised by Holo-Pearl's line.

Slugging

2.07

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1020.013

1020.013

1020.013

Scene	Panel
120	cont
	4



Action Notes

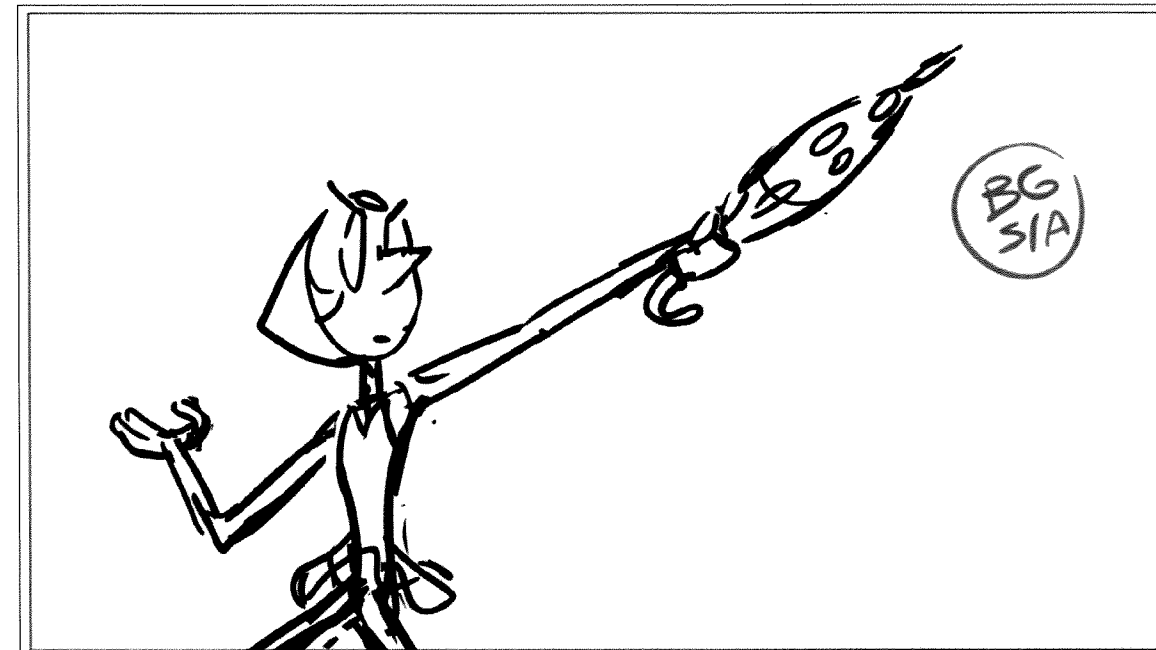
Holo-Pearl spins umbrella.

Steven ducks OUT of frame to avoid spinning umbrella.

Slugging

0.07

Scene	Panel
120	cont
	5



Action Notes

Holo-Pearl strikes a pose.

Slugging

0.14

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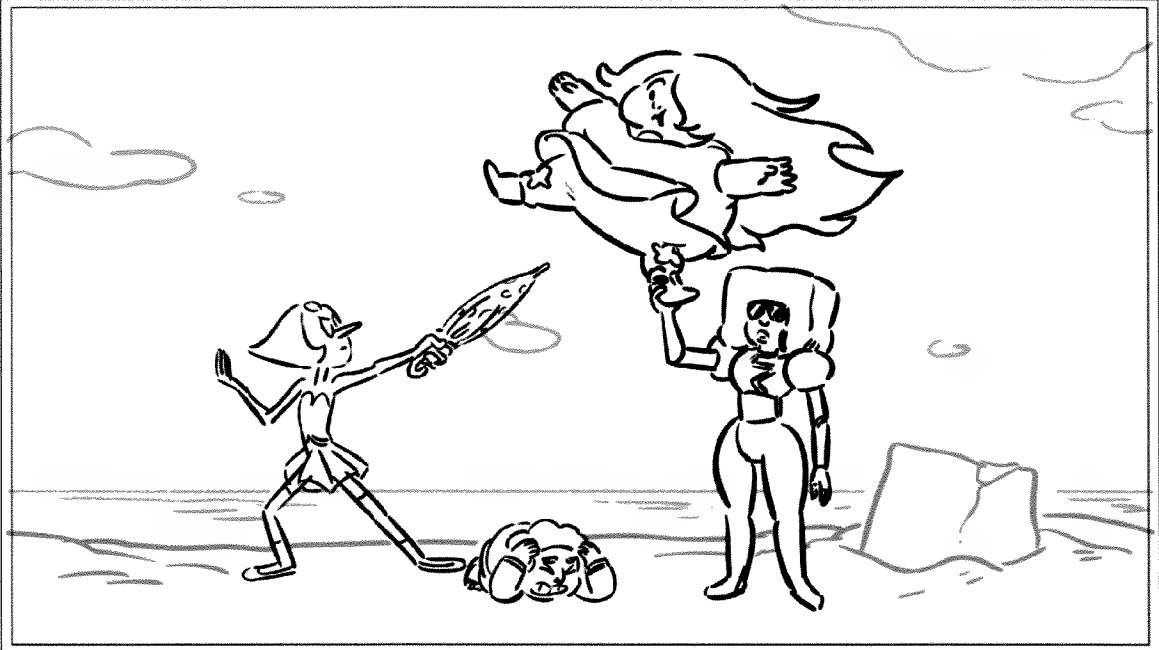
1020.013

1020.013

1020.013



Scene	Panel
121	1

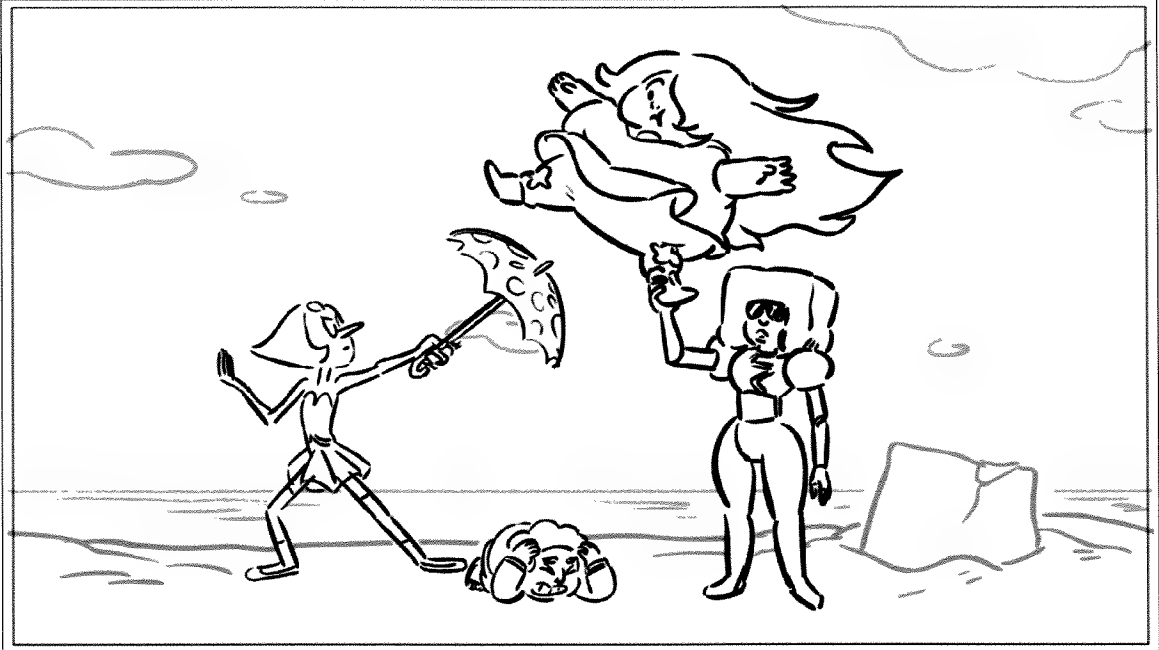


Action Notes
Hold for a beat.

Amethyst's hair blowing slightly in the wind.

Slugging
0.09

Scene	Panel
121	2



Action Notes
Umbrella pops open.

Slugging
0.04

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Scene	121	Panel	3
<p>Action Notes</p> <p>Garnet moves Amethyst out of the way.</p>			
<p>Slugging</p> <p>0.15</p>			

Scene	122	Panel	1
<p>Dialogue</p> <p>AMETHYST: Ugh, Steven, why are you still hanging out with that thing? It's gross.</p>			
<p>Slugging</p> <p>7.00</p>			

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Scene	Panel
122	CONT 2



Action Notes
Amethyst's stomach grumbles.

Slugging
0.11

Scene	Panel
122	CONT 3



Action Notes
Amethyst burps and a purple cloud grows out of her mouth.

Slugging
0.04

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Scene 122 Panel 4



Dialogue

AMETHYST: *Burp*

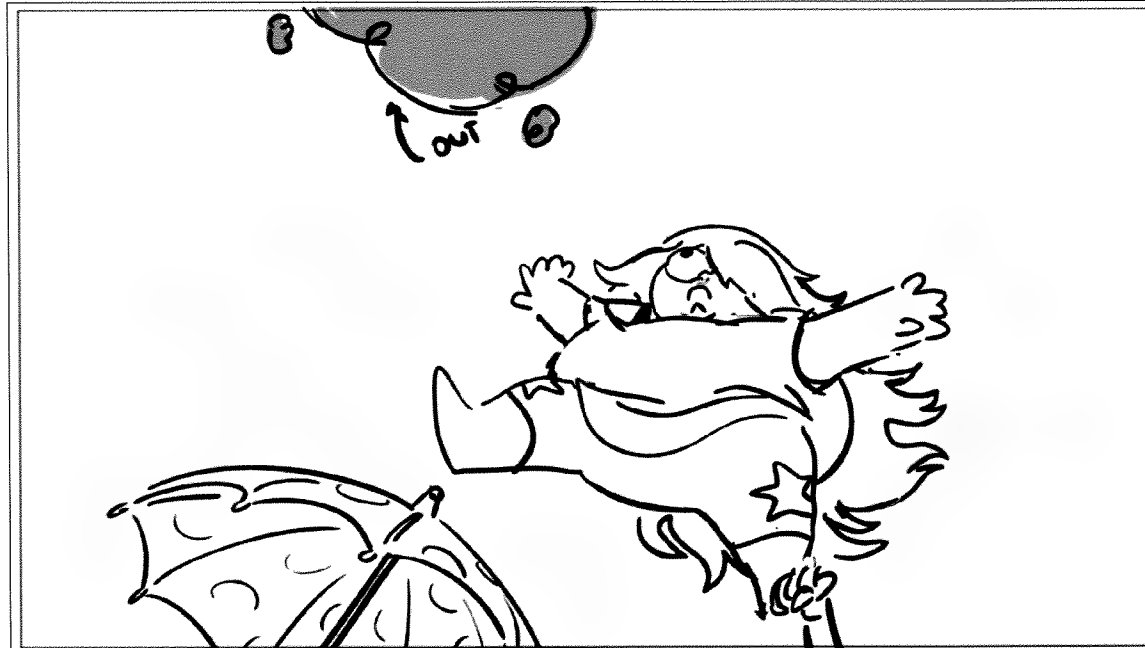
Action Notes

The purple cloud expands.

Slugging

0.08

Scene 122 Panel 5



Action Notes

Purple cloud floats up OUT of frame, Amethyst watches it.

Slugging

0.12

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Scene	Panel
122	cont 6



Slugging
0.13

Scene	Panel
123	1



Slugging
0.04

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Scene	Panel
123	cont



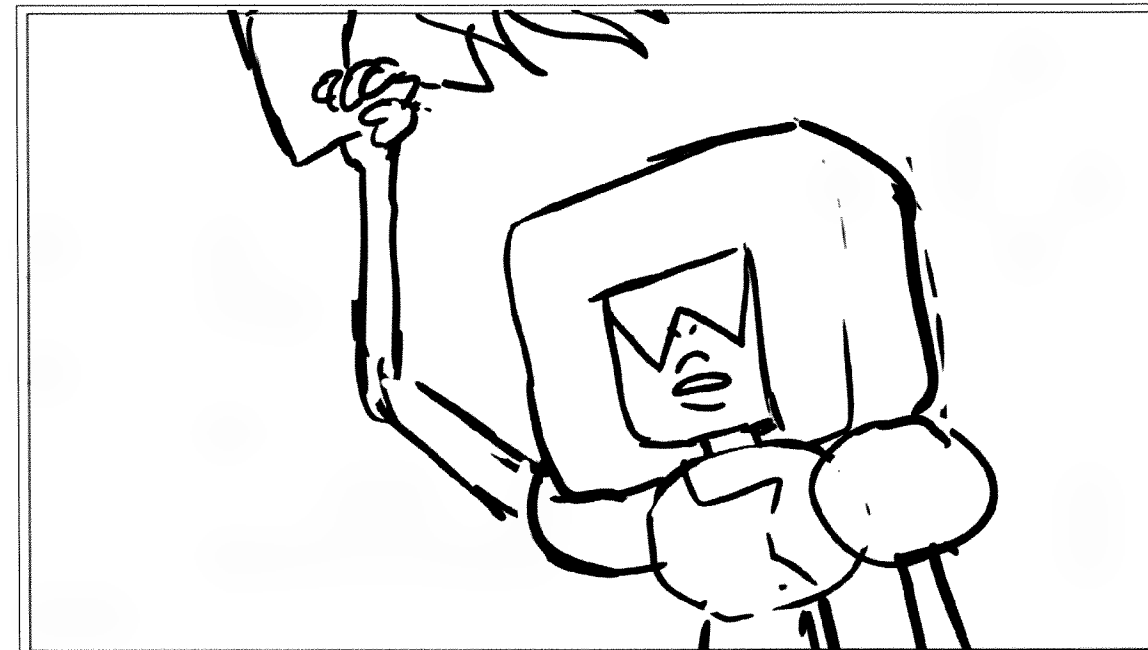
Dialogue

STEVEN: I just really miss spending time with Pearl.

Slugging

3.14

Scene	Panel
124	1



Dialogue

GARNET: Pearl will come back to us in time, Steven.

Slugging

3.12

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Scene	Panel
125	1



Dialogue
GARNET (os): Have patience.

Slugging
1.12

Scene	Panel
125	2

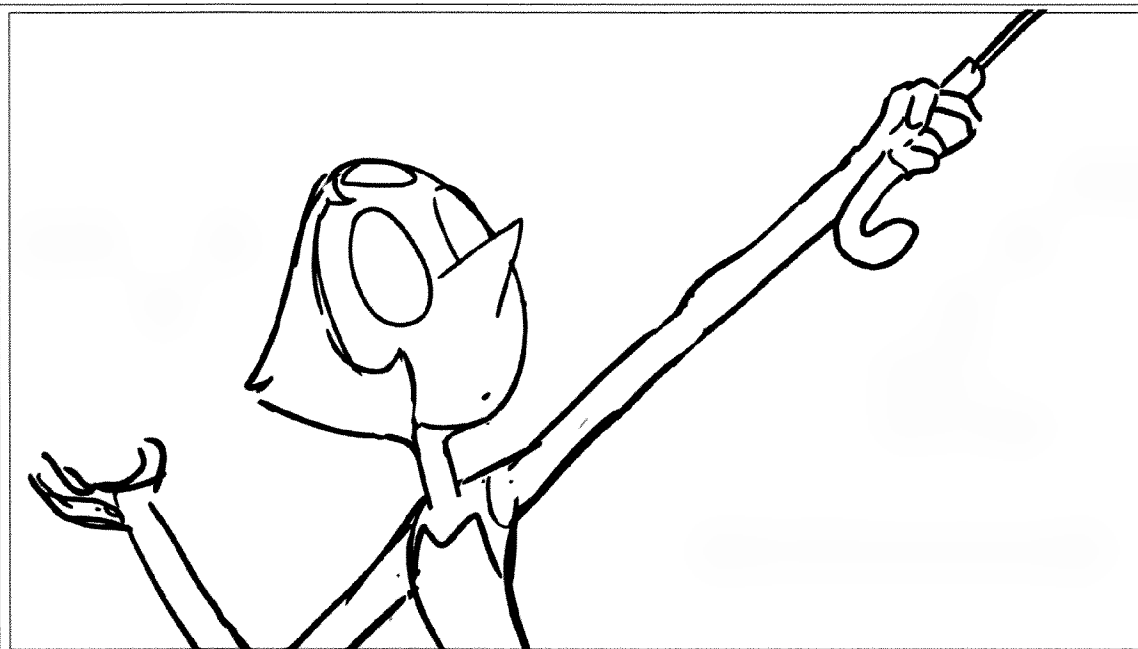


Action Notes
Steven cautiously looks up at Holo-Pearl.

Slugging
1.01

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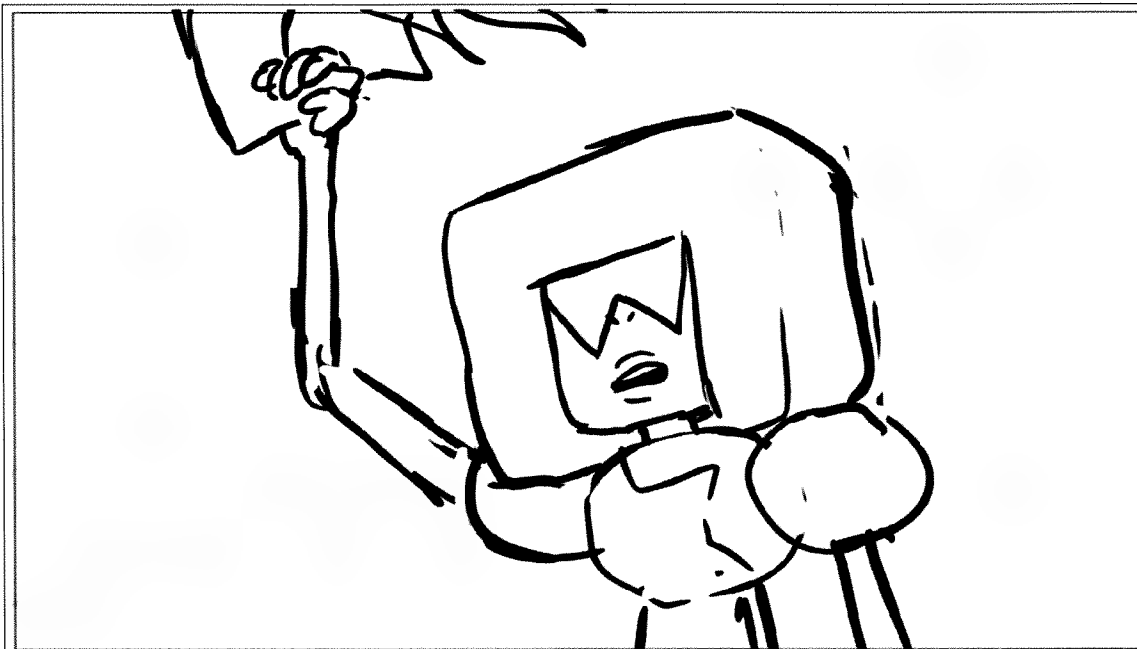
Scene	Panel
126	1



Action Notes
Holo-Pearl does nothing.

Slugging
1.11

Scene	Panel
127	1



Dialogue
GARNET: And stop hanging out with that thing.

Slugging
2.08

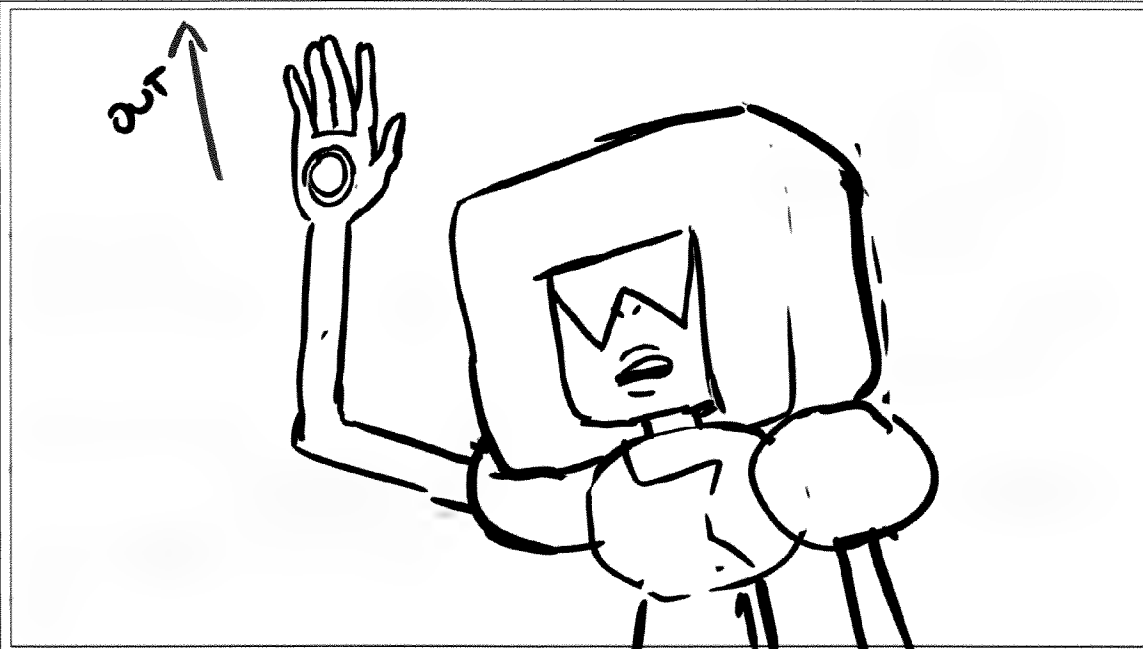
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Scene	Panel
127	<i>cont</i> 2



Action Notes
Garnet lets go of Amethyst's foot and Amethyst floats up OUT of frame.

Slugging
0.04

Scene	Panel
127	<i>cont</i> 3



Dialogue
GARNET: It's creepy.

Slugging
1.13

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Scene	Panel
127	4



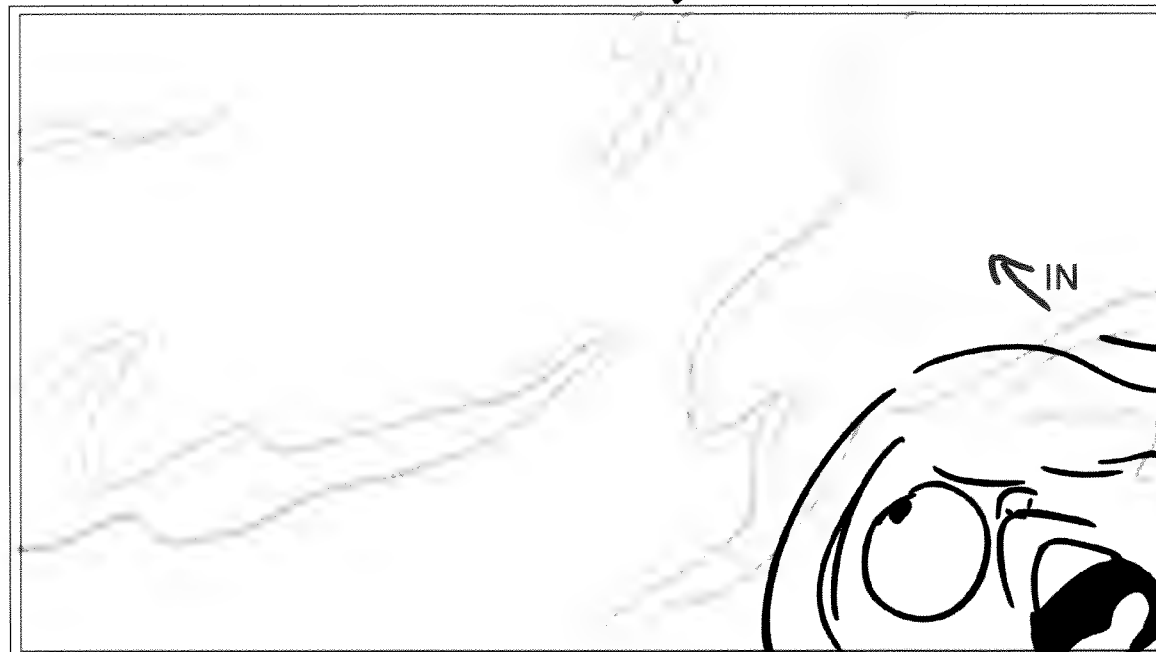
Dialogue
AMETHYST (os): Wooooo....
Action Notes
Garnet looks up to where Amethyst is floating away.
Slugging
1.00

Scene	Panel
128	1



Dialogue	
AMETHYST (os): Wooooaahhh-!	
Slugging	
0.04	
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Scene	Panel
128	cont
	2



Dialogue

AMETHYST: Wooooaaahhh-!

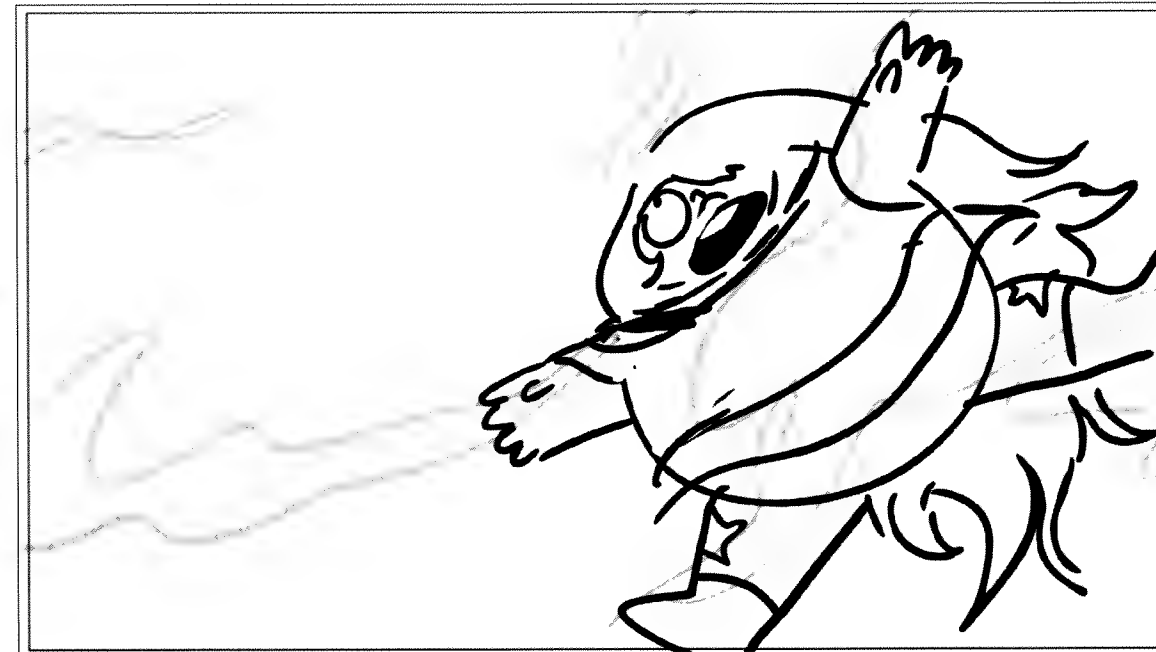
Action Notes

Amethyst enters IN frame from SE, then floats away into the sky.

Slugging

0.04

Scene	Panel
128	cont
	3



Action Notes

Amethyst floats away into the distance.

Slugging

0.04

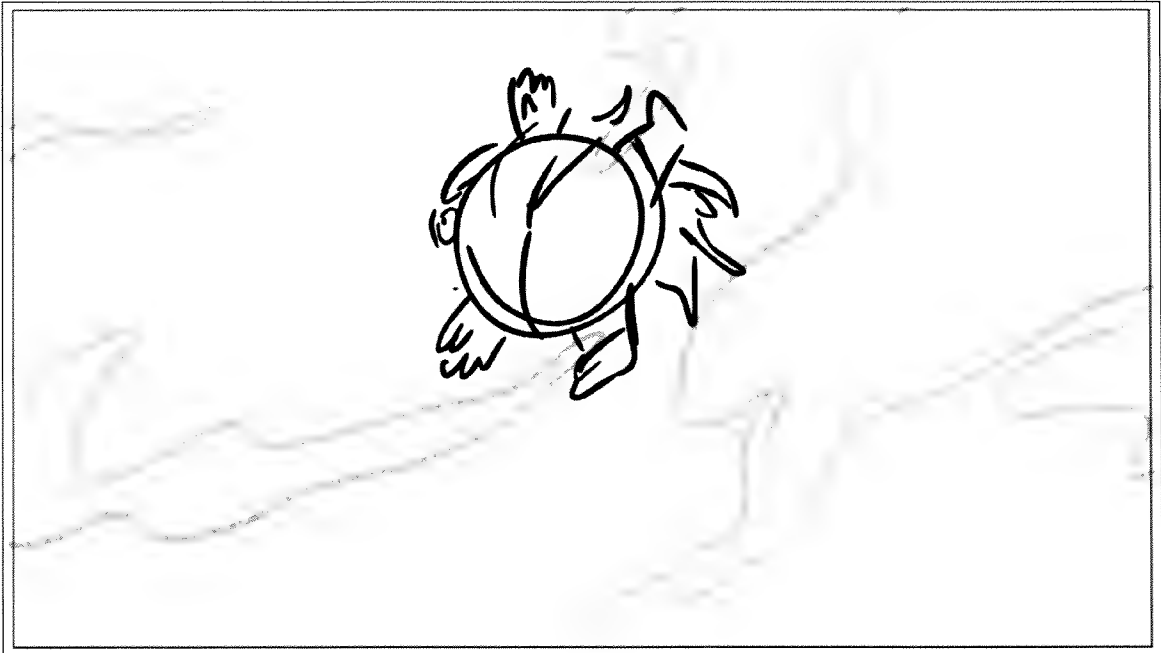
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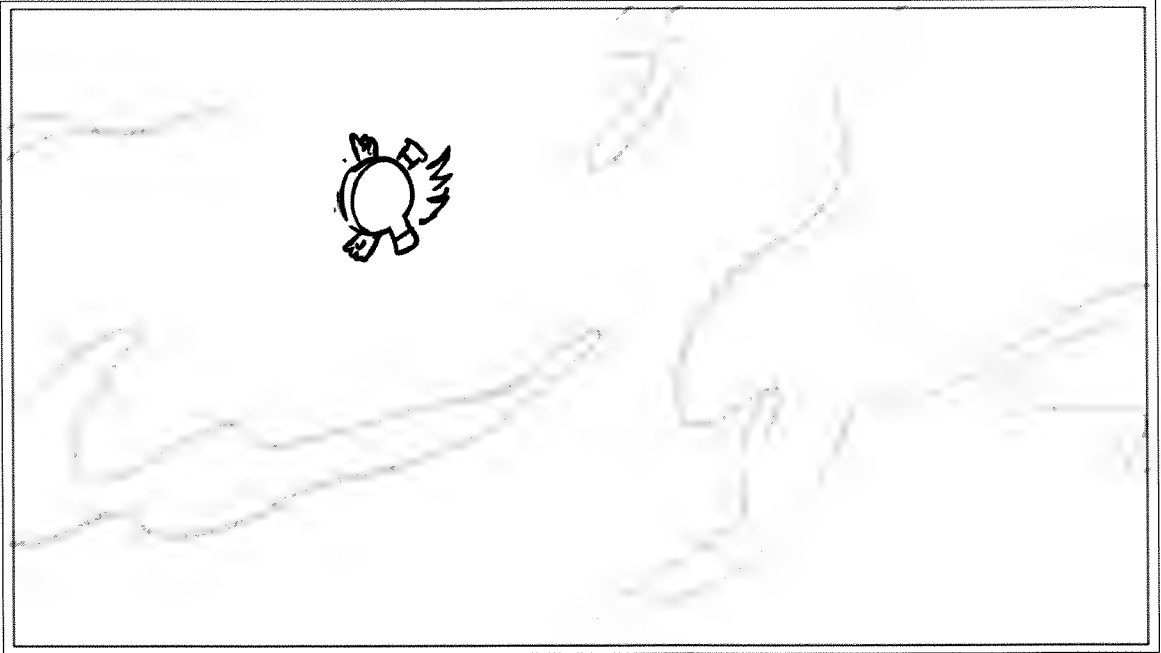


Scene	Panel
128	<i>CONT</i> 4



Slugging
0.06

Scene	Panel
128	<i>CONT</i> 5



Slugging
0.07

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1020.013

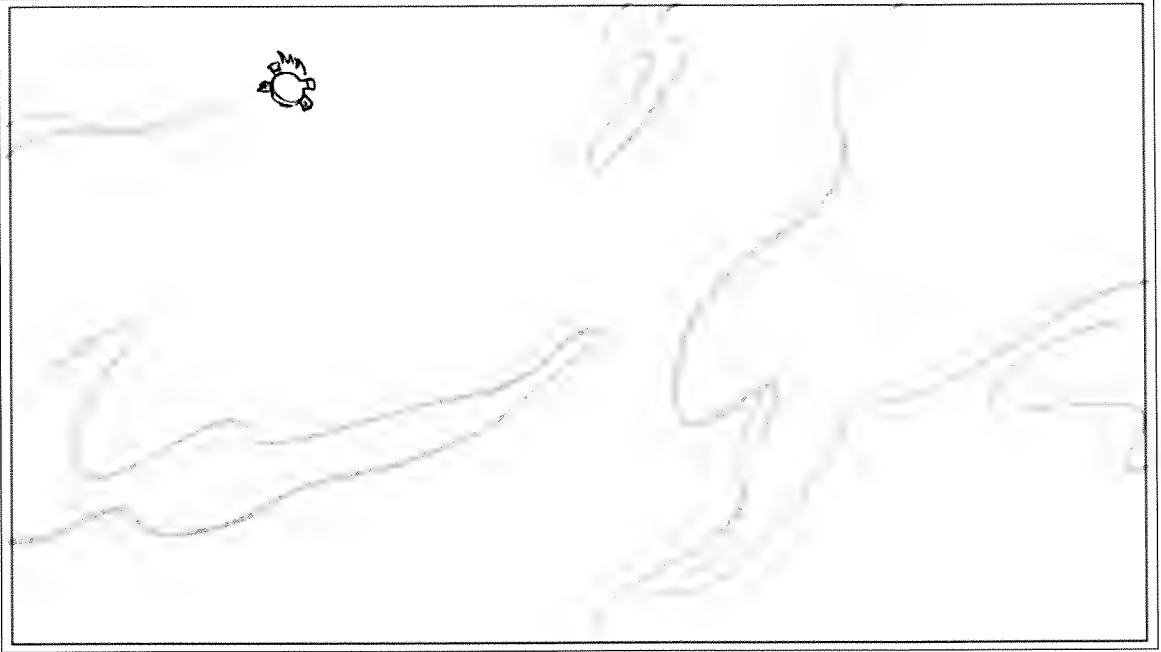


Scene	Panel
128	cont 6



Slugging
0.14

Scene	Panel
128	cont 7



Slugging
0.12

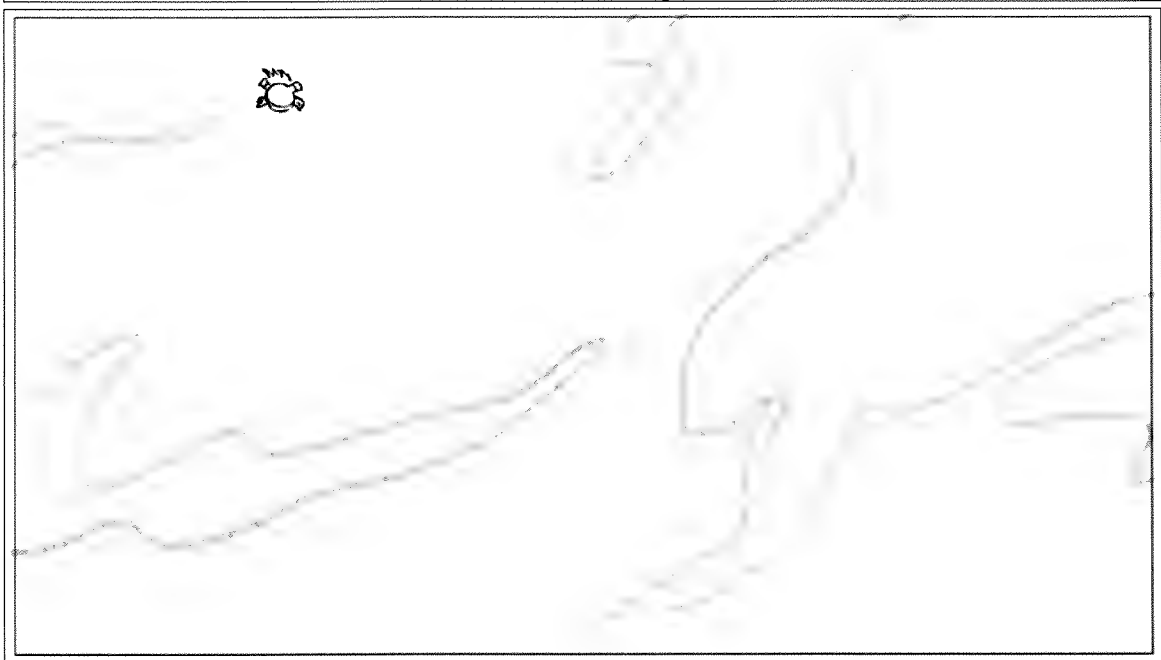
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Scene	Panel
128	8



Slugging
0.14

Scene	Panel
129	1



Dialogue
GARNET: Hmm...

Action Notes
Garnet frowns.

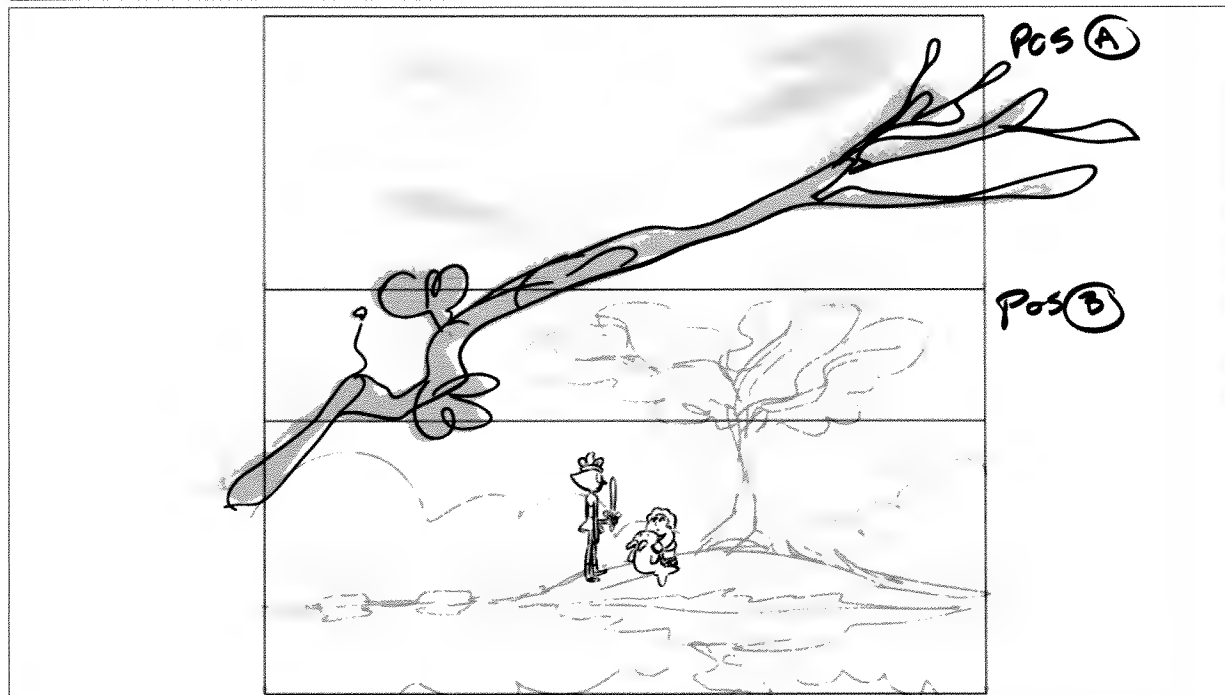
Slugging
2.04

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1020.013

Scene 130 Panel 1



Dialogue

STEVEN: You had fun at the boardwalk r

Action Notes

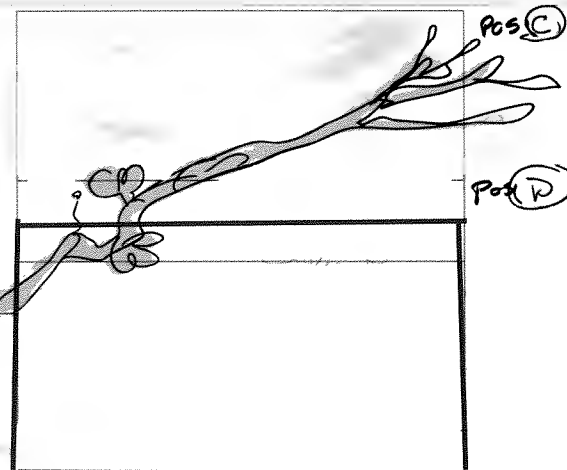
The sun is starting to go down a

Camera ADJ South.

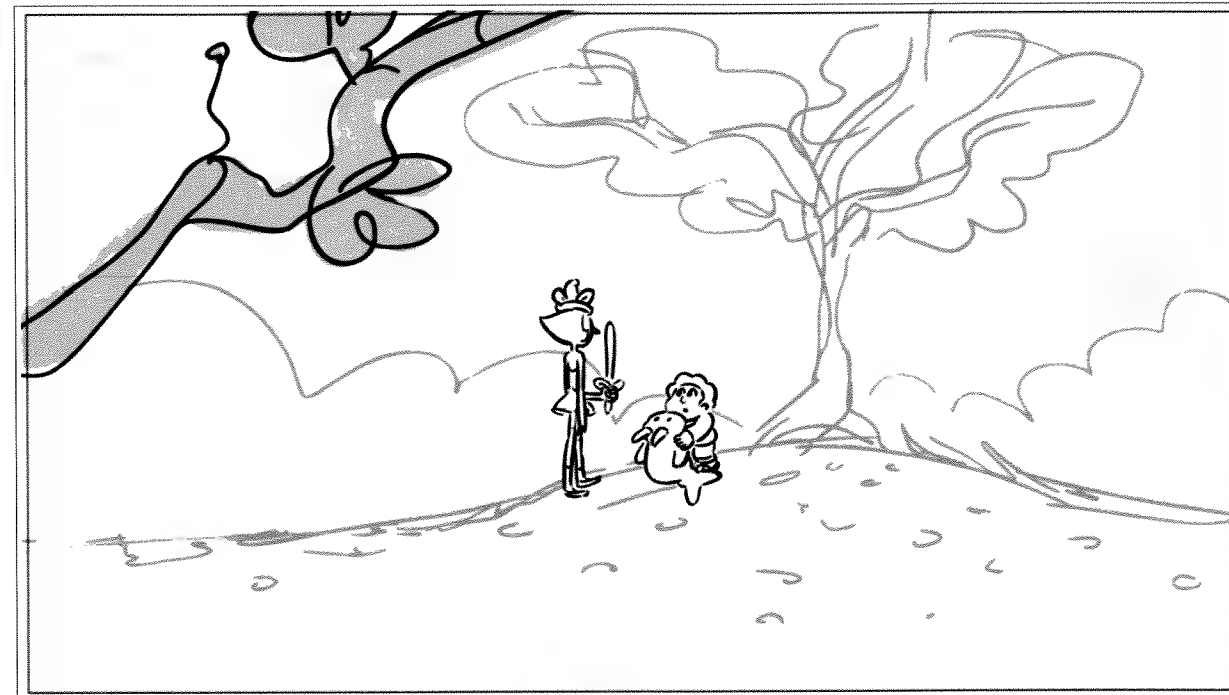
Slugging

HOLD: 1.00

Then ADJ: 1.06



Scene 130 Panel 2



Action Notes

Pan down to show Steven and Holo-Pearl standing by cherry tree. Steven is holding a stuffed walrus toy and Holo-Pearl is holding a balloon sword and has a balloon hat on its head.

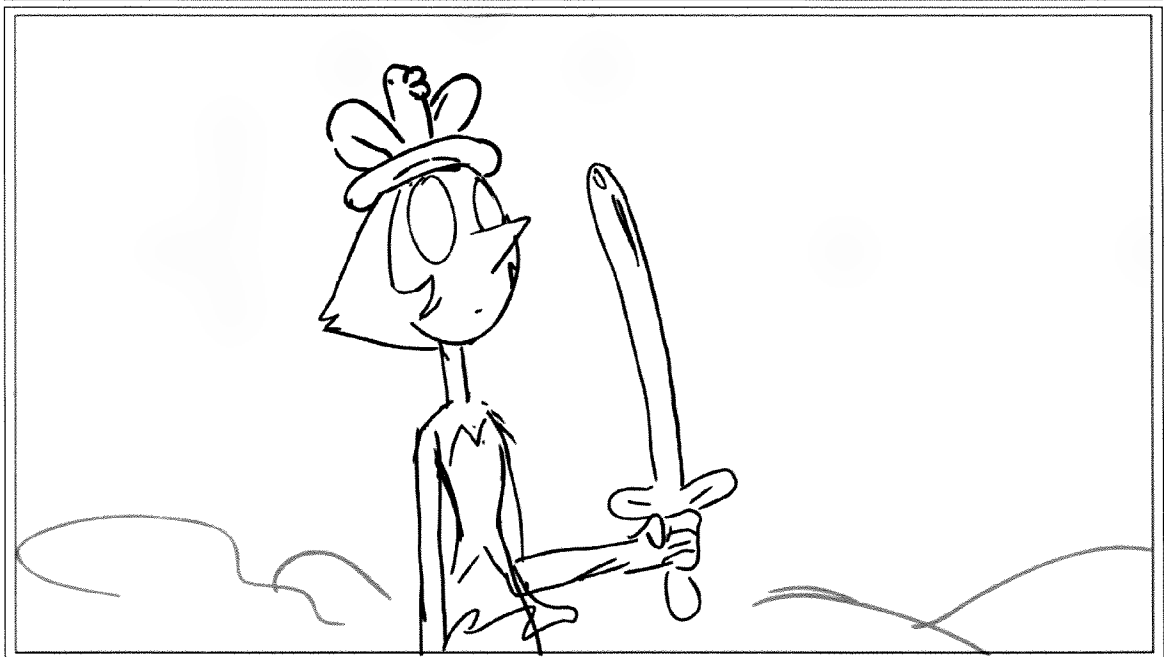
Slugging

1.05

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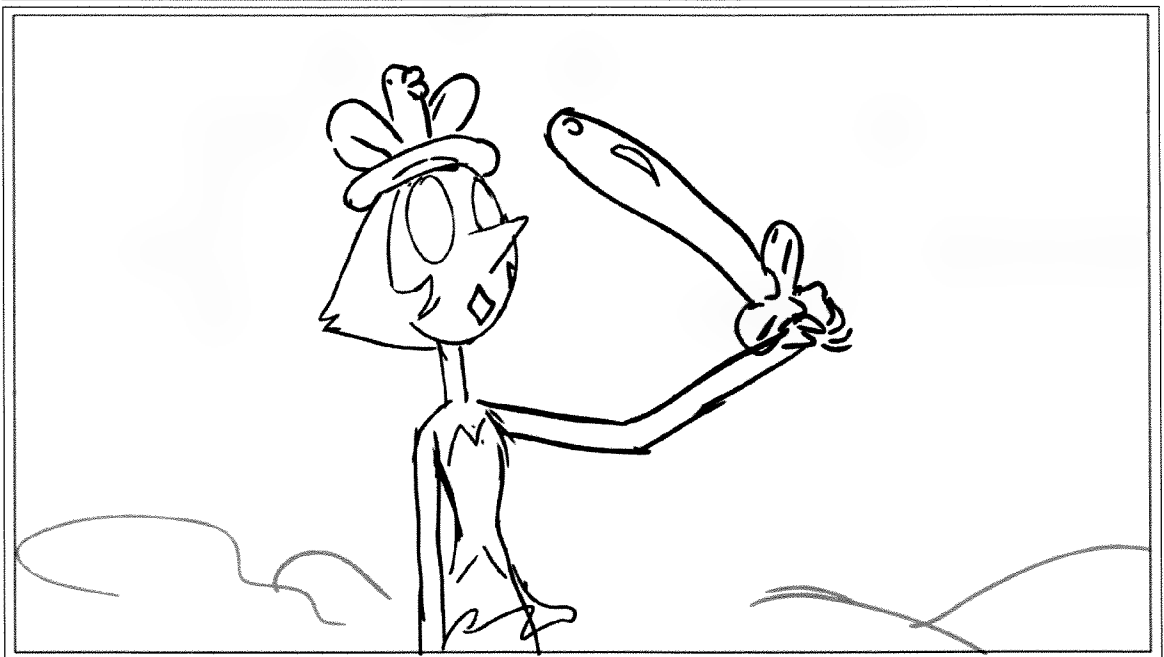
1020.013

Scene	Panel
131	1



Slugging
0.06

Scene	Panel
131	2



Dialogue
HP: Parry!

Slugging
Panels 2 + 3 = 1.02

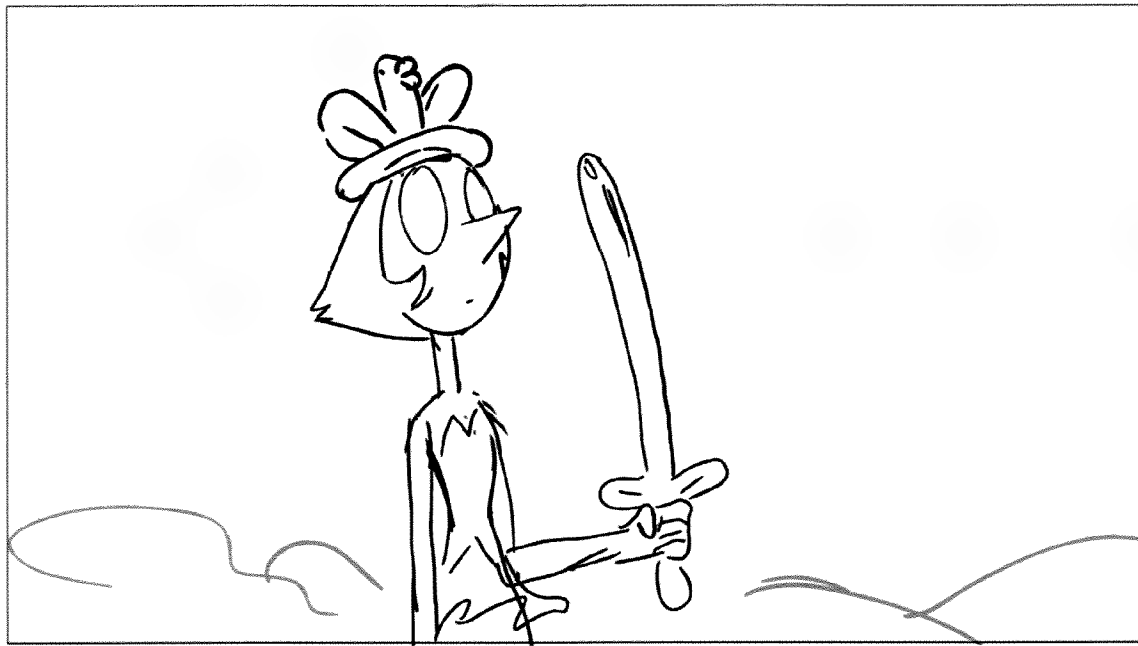
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1020.013

1020.013



Scene	Panel
131	cont 3



Scene	Panel
132	1



Dialogue

STEVEN: Aw come on, you gotta work with me here.

Slugging

3.11

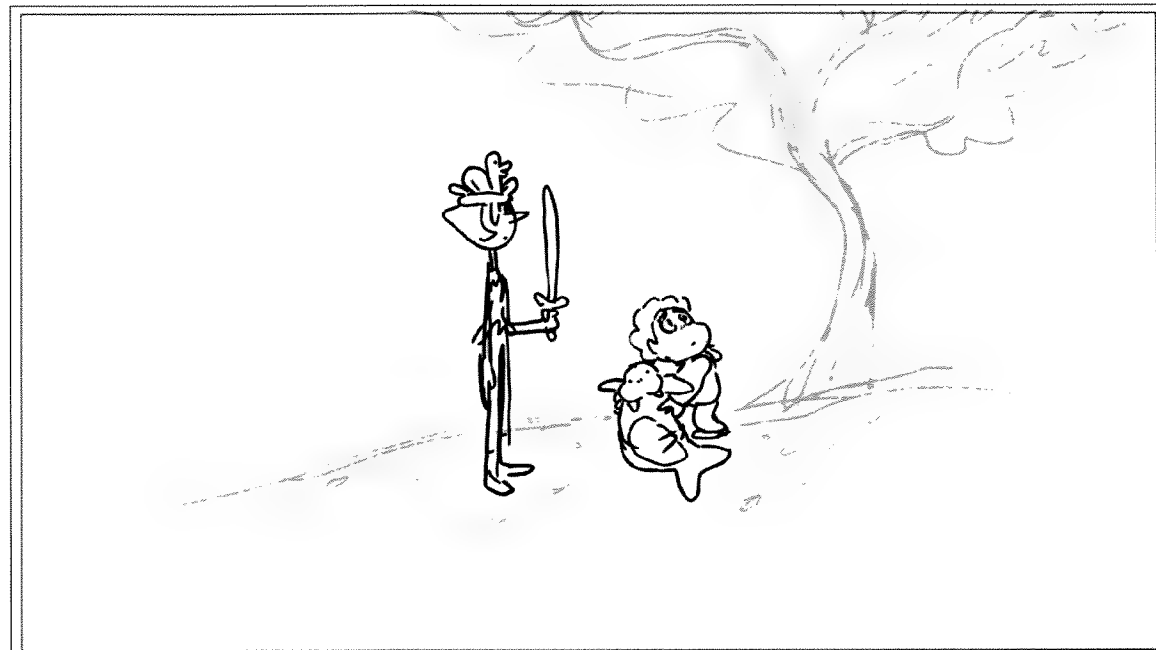
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1020.013

1020.013

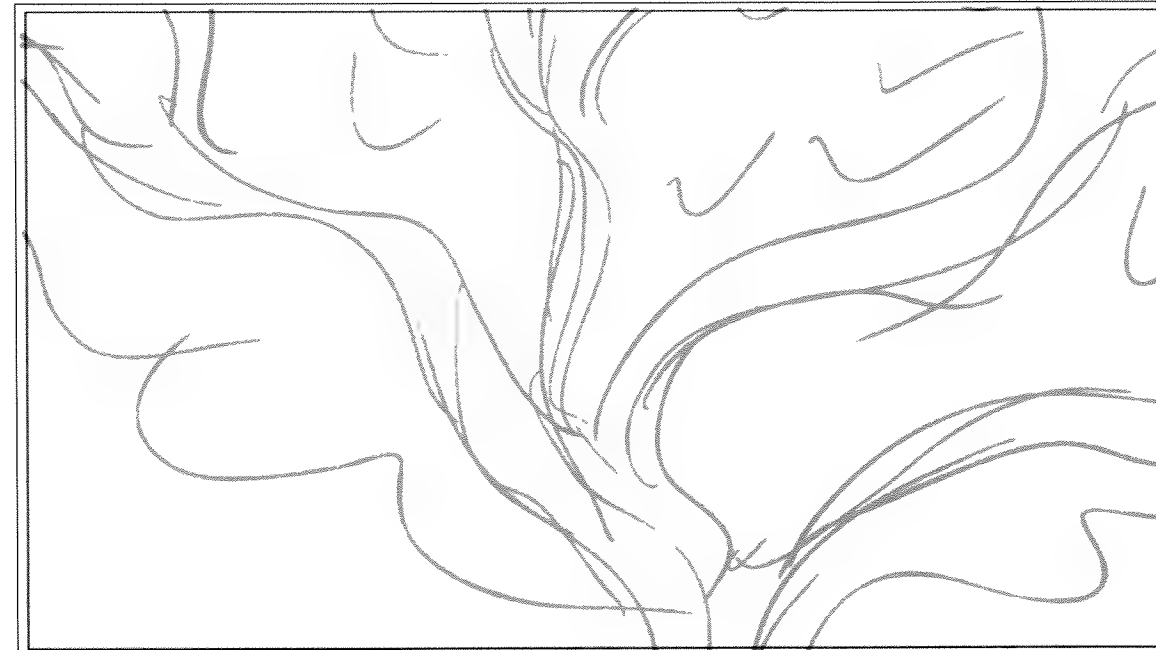
Scene	Panel
132	2



Action Notes
Steven looks up at the tree.

Slugging
1.06

Scene	Panel
133	1



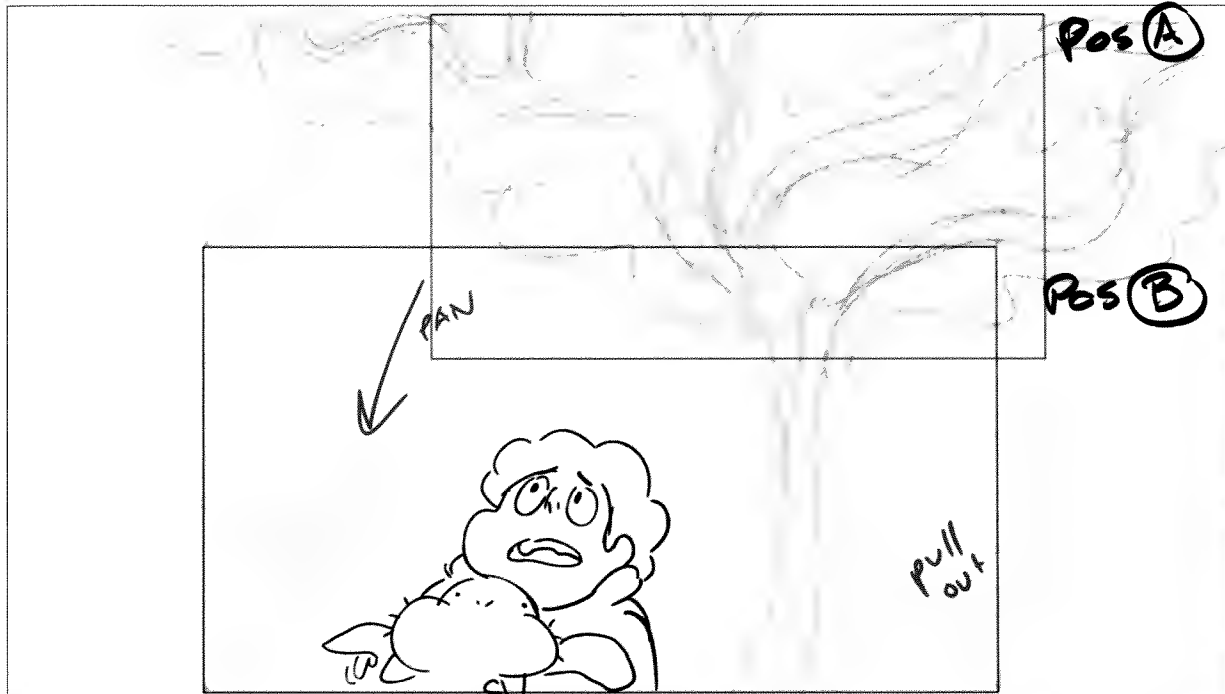
Dialogue
STEVEN (os): This is Pearl's favorite tree.

Action Notes
Close-up of tree.

Slugging
2.15

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Scene	Panel
133	cont 2



Action Notes

Camera ADJ SW and pull OUT from tree close-up.

Slugging

ADJ: 0.07

Scene	Panel
133	cont 3



Dialogue

STEVEN: Don't you recognize it?

Slugging

2.05

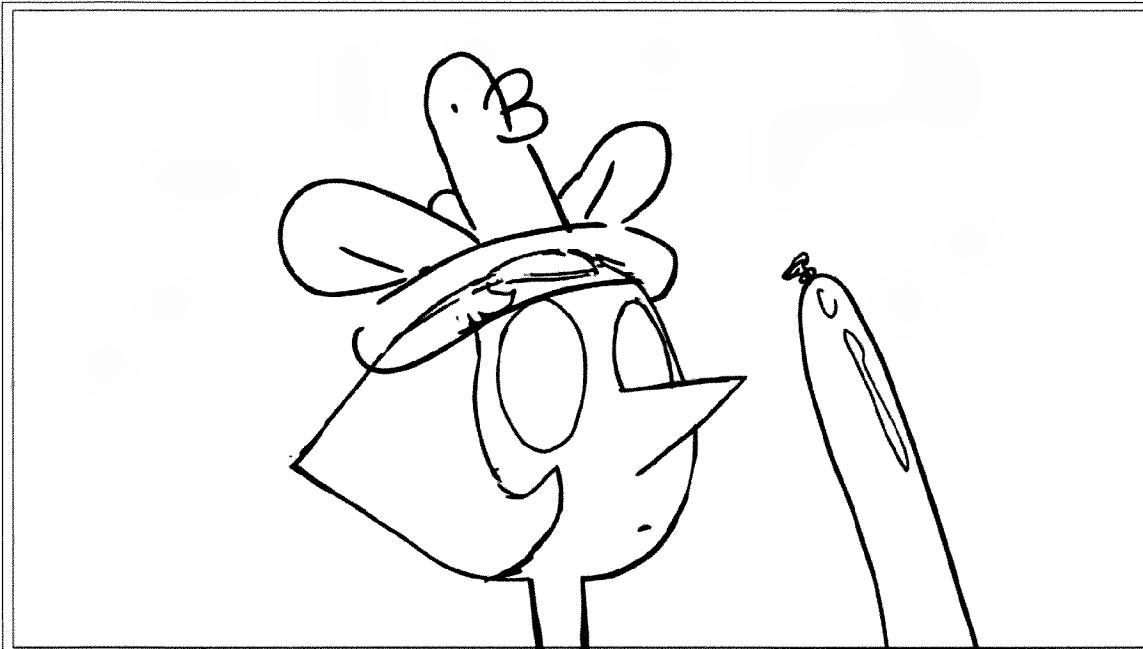
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1020-013

Scene	Panel
134	1



Dialogue
STEVEN (os): What's on your mind?

Action Notes
Holo-Pearl does nothing.

Slugging
2.03

Scene	Panel
135	1



Dialogue
STEVEN: C'mon don't hold back.

Slugging
2.08

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Scene	Panel
136	1



Slugging
0.04

Scene	Panel
136	2



Action Notes
Holo-Pearl glit

Slugging
0.06



hat are unaffected.

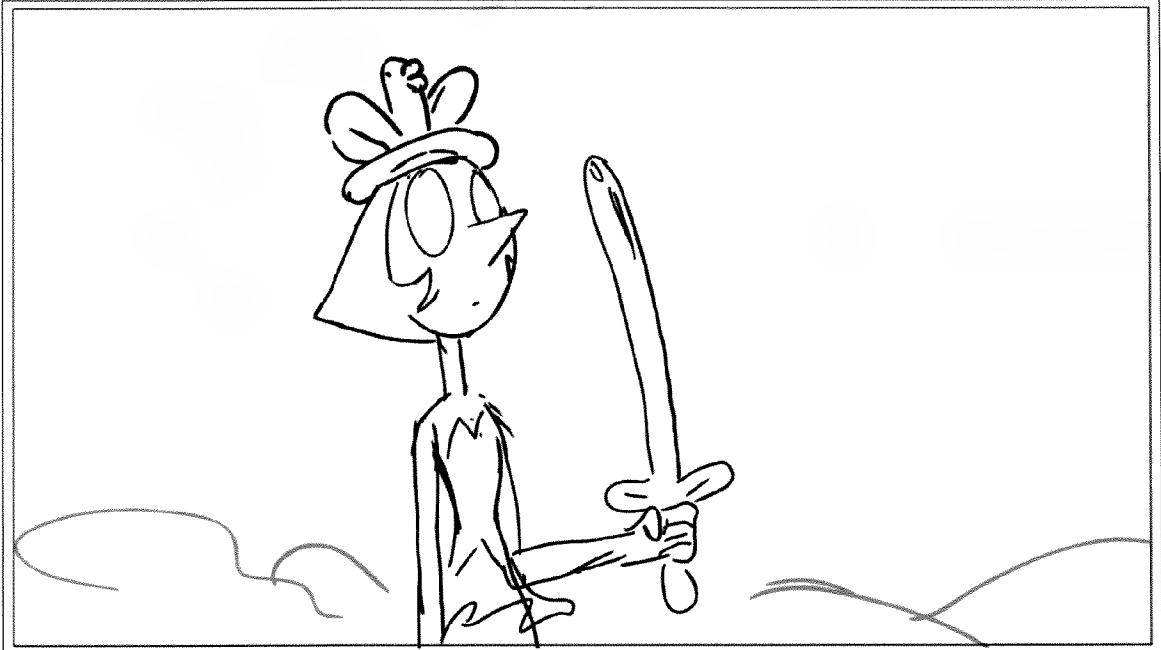
AUG 08 2012

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1020.013

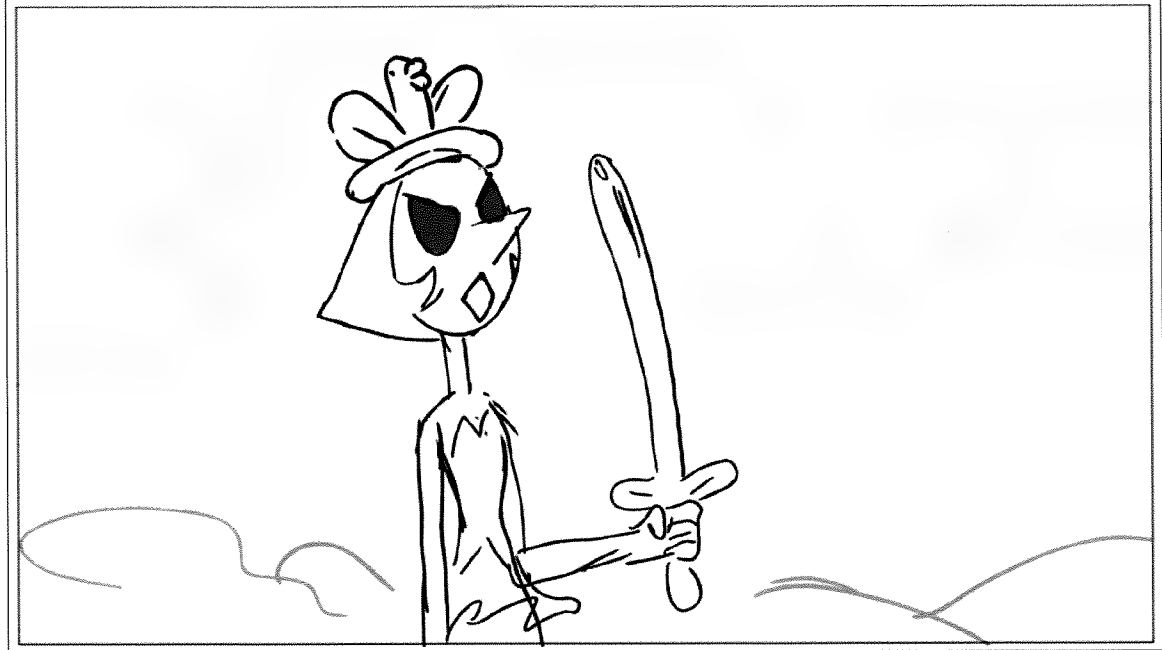
1020.013

Scene	Panel
136	cont 3



Slugging
0.12

Scene	Panel
136	cont 4



Dialogue
Holo-Pearl: Challenge accepted!

Action Notes
Holo-Pearl's eyes turn red.

Slugging
2.04

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Scene	Panel
137	1



Slugging
0.04

Scene	Panel
137	2



Action Notes
Holo-Pearl steps forward with right leg, Swings left arm forward around, opens right hand and lifts right arm up.

Slugging
0.04

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1020.013

Scene	Panel
137	3



Dialogue

STEVEN: What??

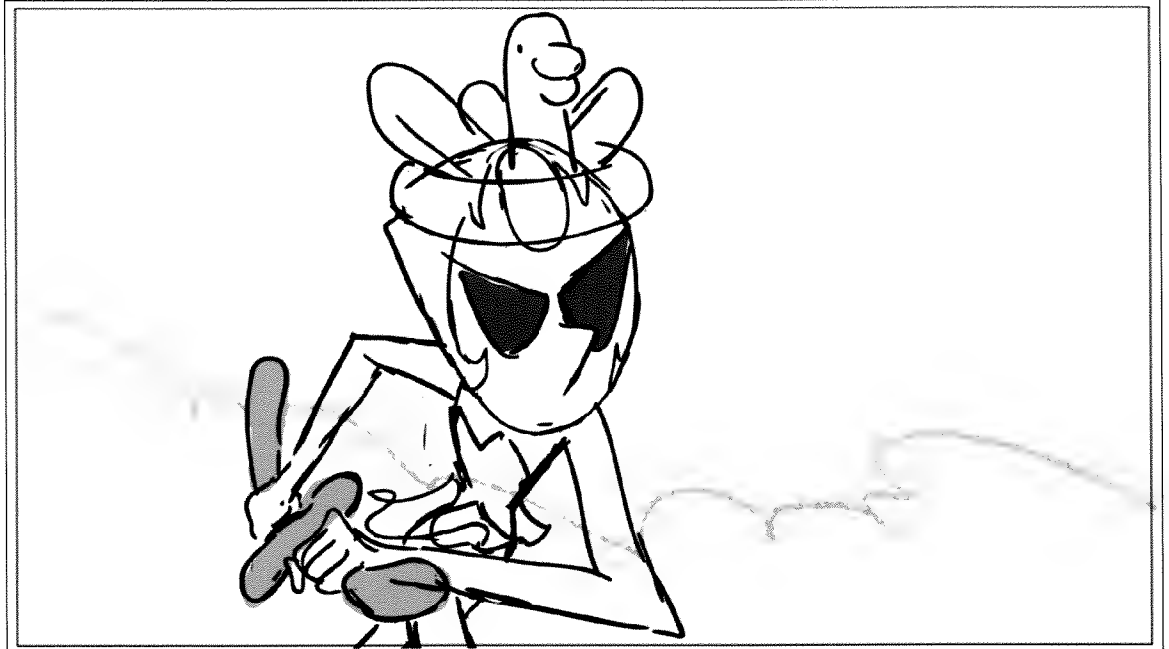
Action Notes

Holo-Pearl swings left hand (holding balloon sword) around to right side, then grabs it with right hand.
Steven drops walrus in surprise.

Slugging

0.14

Scene	Panel
138	1



Slugging

0.05

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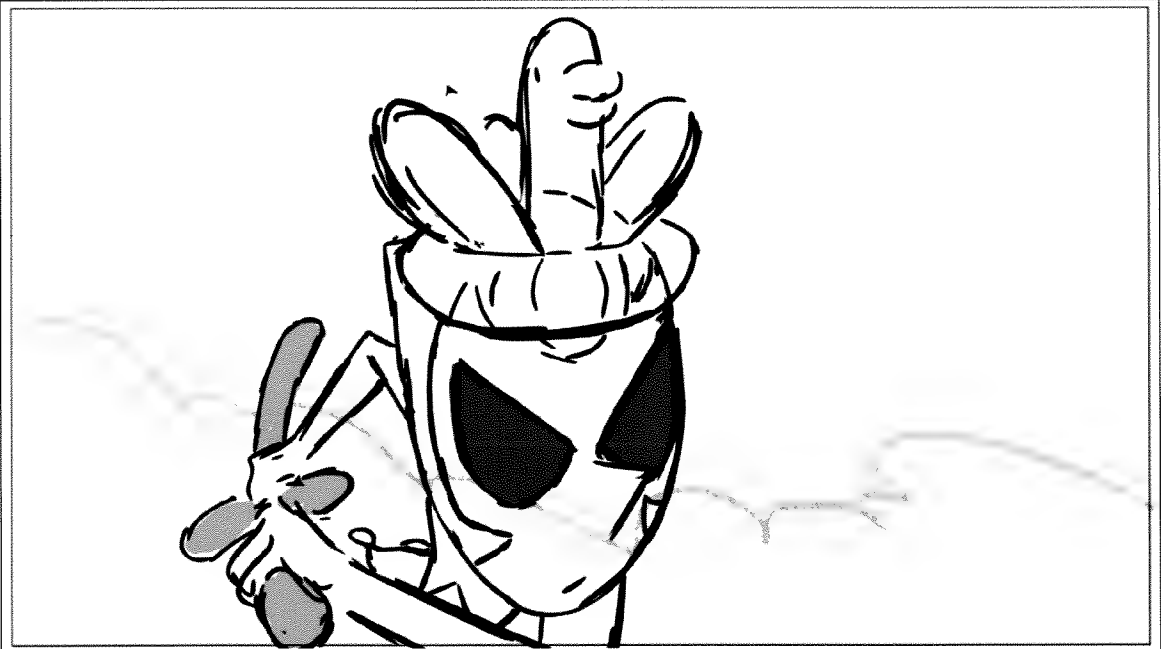
1020.013

1020.013

1020.013

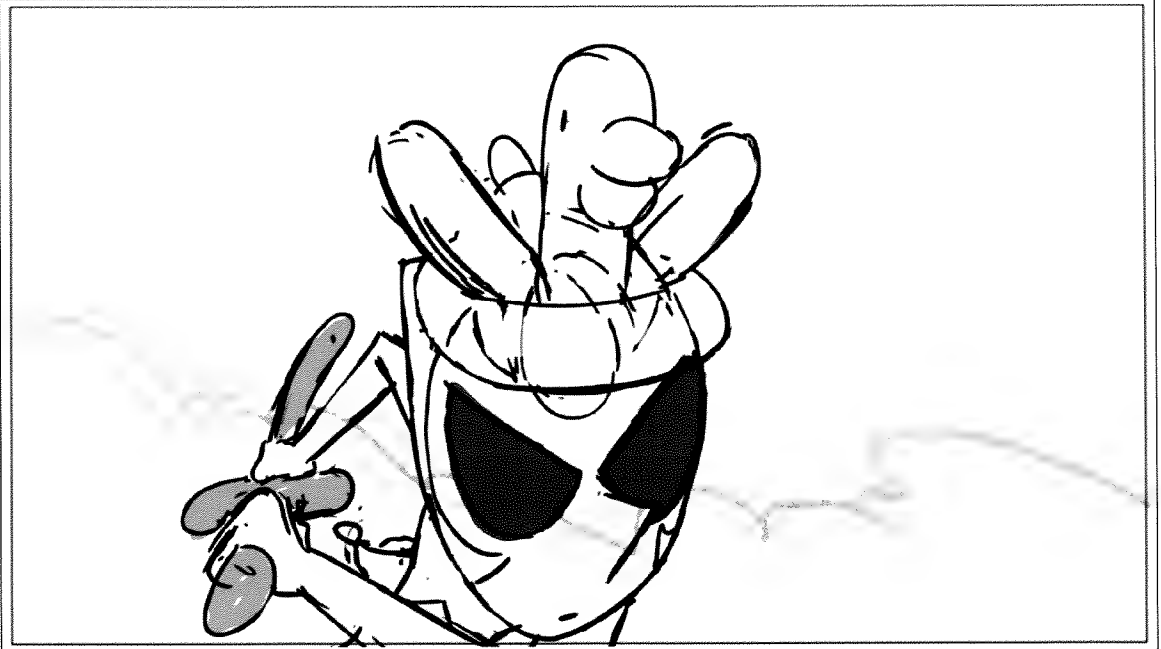


Scene	Panel
138	cont
	2



Slugging
0.02

Scene	Panel
138	cont
	3



Action Notes
Holo-pearl leans forward in anticipation and comes to a stop.

Slugging
0.02

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1020.013

Scene 138 Panel 4
CONT



Action Notes

Holo-Pearl does a quick anticipation downwards and then extends upward as it swings the balloon sword.

BG pans diagonally SW to simulate camera rotating around Holo-Pearl.

Slugging

0.02

Scene 138 Panel 5
CONT



Action Notes

BG pans diagonally SW to simulate camera rotating around Holo-Pearl.

Slugging

0.02

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Scene	Panel
138	CONT
	6



Slugging
0.02

Scene	Panel
138	CONT
	7



Slugging
0.02

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1020.013

Scene	Panel
138	<i>CONT</i>

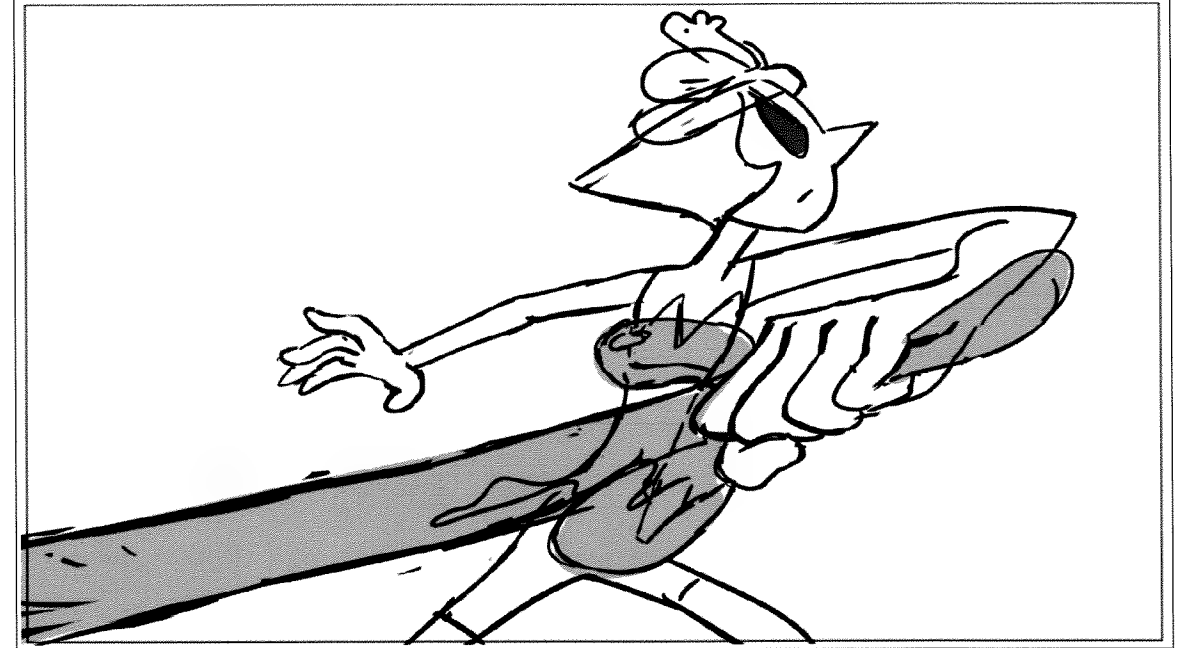
8



Slugging
0.02

Scene	Panel
138	<i>CONT</i>

9




Slugging
0.02


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Scene	Panel
138	10
<i>cont</i>	
	
Action Notes	
Quick flash of abstract shapes to emphasize sword striking.	
Slugging	
0.02	

Scene	Panel
138	11
<i>cont</i>	
	
Action Notes	
Quick flash of abstract shapes to emphasize sword striking.	
Slugging	
0.02	

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1020.013

Scene	Panel
139	1



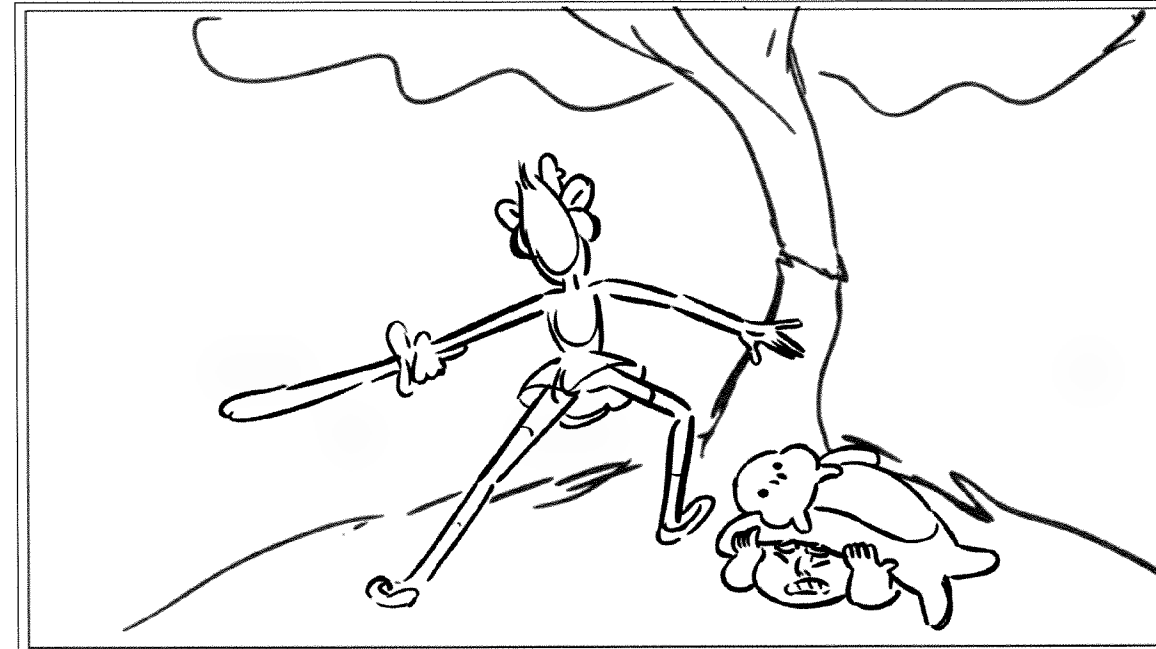
Action Notes

Holding for a beat,
Holo-Pearl stands still, having finished swinging balloon sword at tree.
Steven hides underneath stuffed walrus.

Slugging

0.08

Scene	Panel
139	2



Action Notes

Tree slowly starts to slide from the point where it was cut.

Slugging

0.08

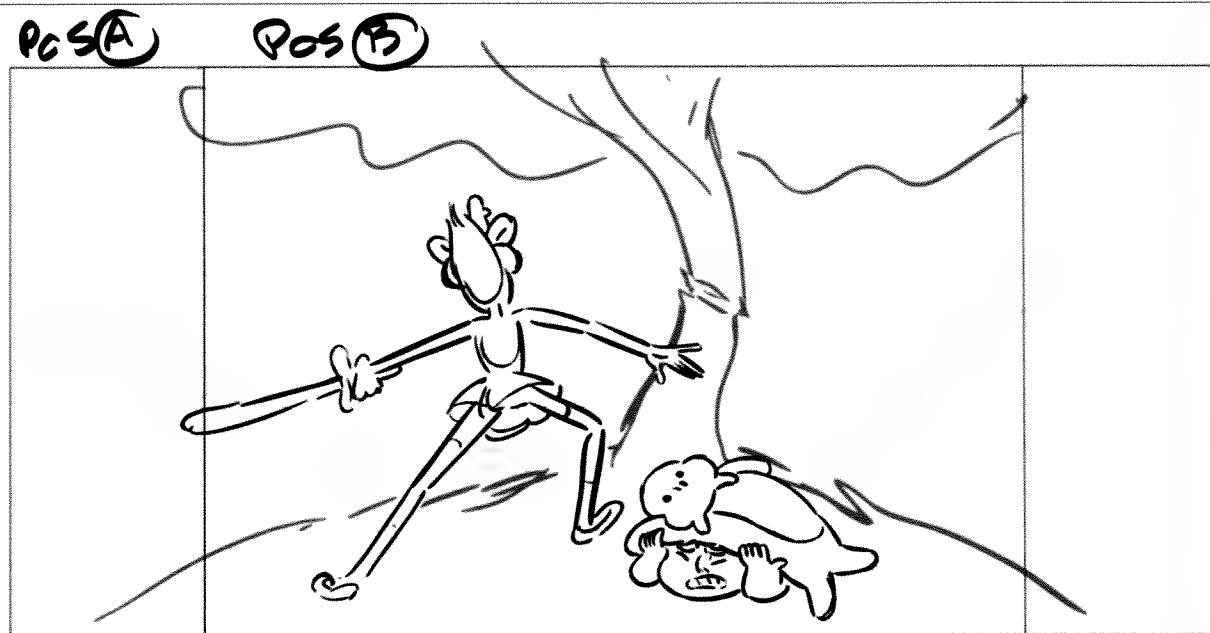
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1020.013

Scene	Panel
139	CONT 3



Action Notes

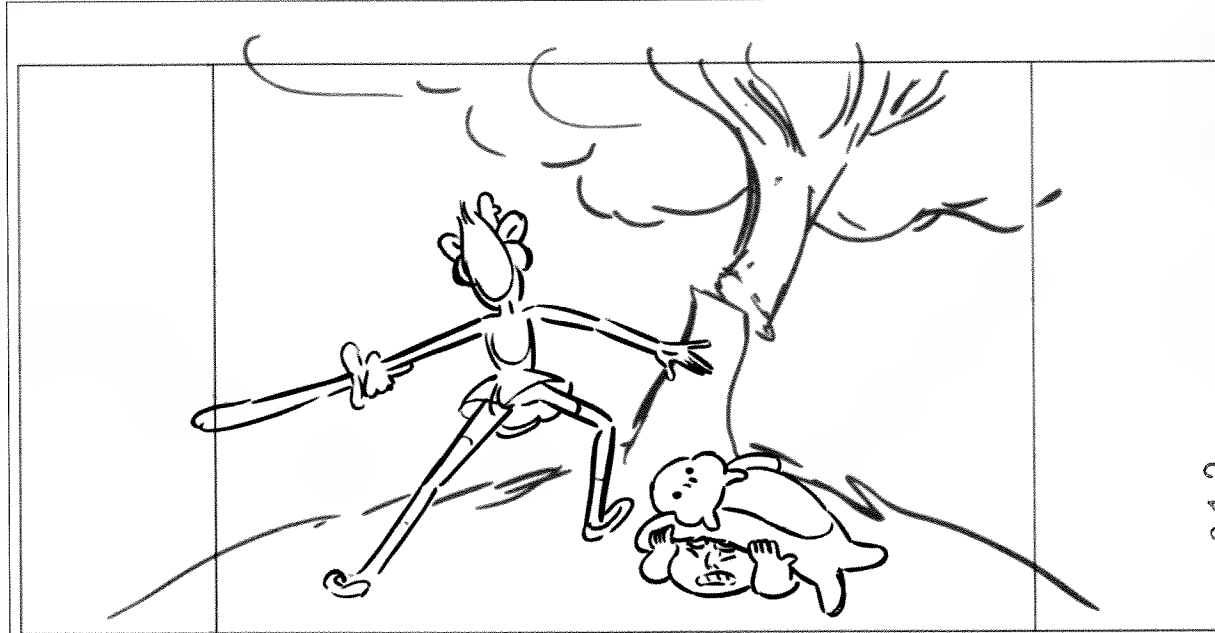
Camera ADJ East to follow the tree falling.

Slugging

ADJ: 0.08

Total ADJ frames Panels 3 to 7 = 1.10

Scene	Panel
139	CONT 4



Action Notes

Tree falls over, away from camera,
Camera ADJ East to follow the falling tree.

Slugging

ADJ: 0.06

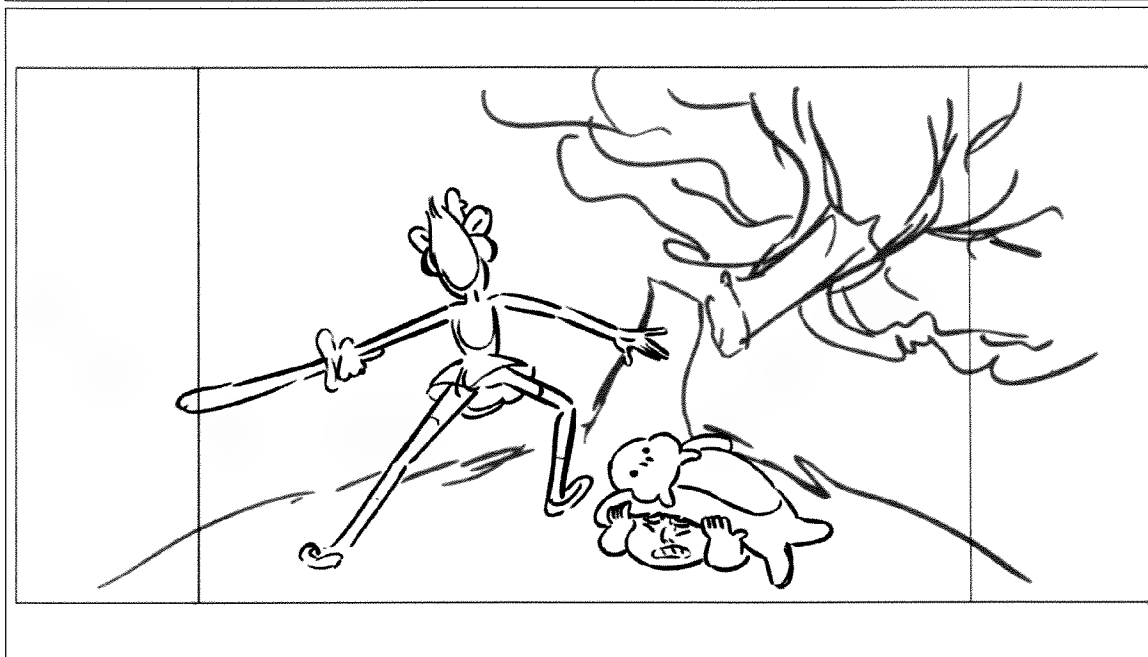
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1020.013

1020.013

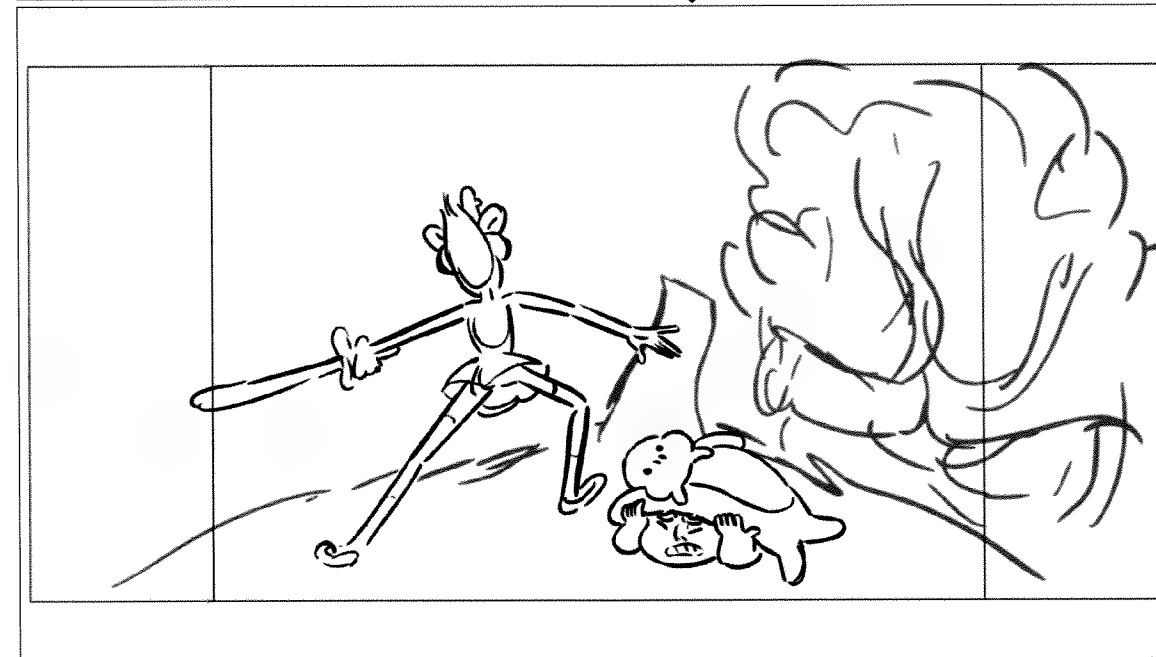
1020.013

Scene	Panel
139	cont 5



Slugging
 ADJ: 0.04

Scene	Panel
139	cont 6



Slugging
 ADJ: 0.03

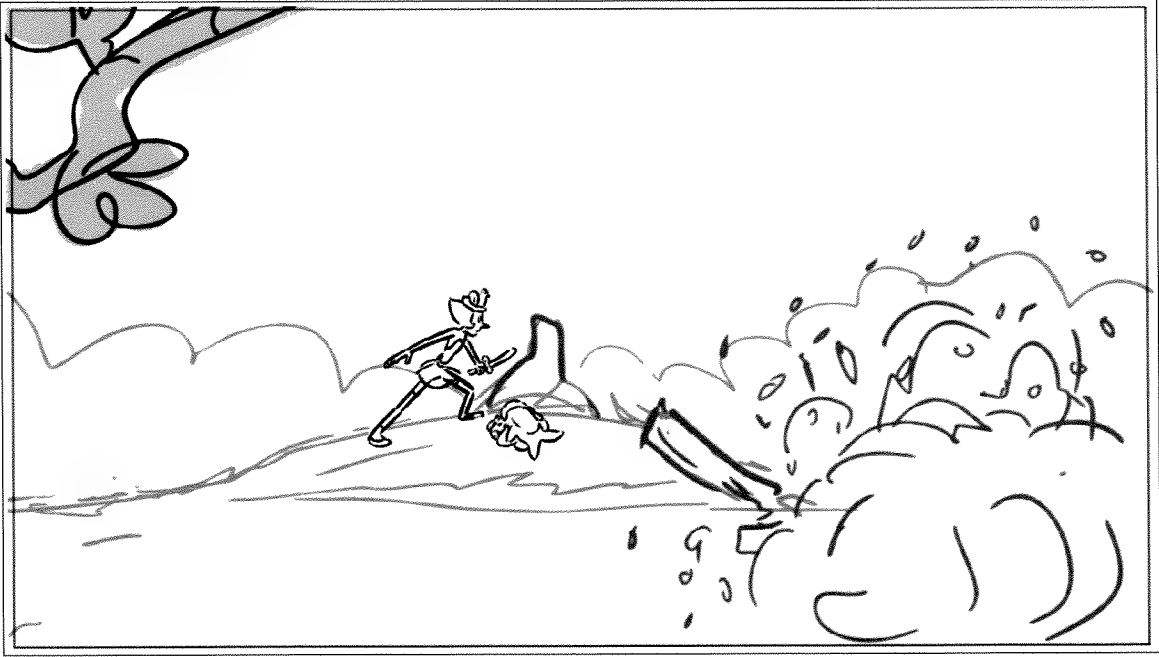
AUG 0 6 2013

1020.013

1020.013

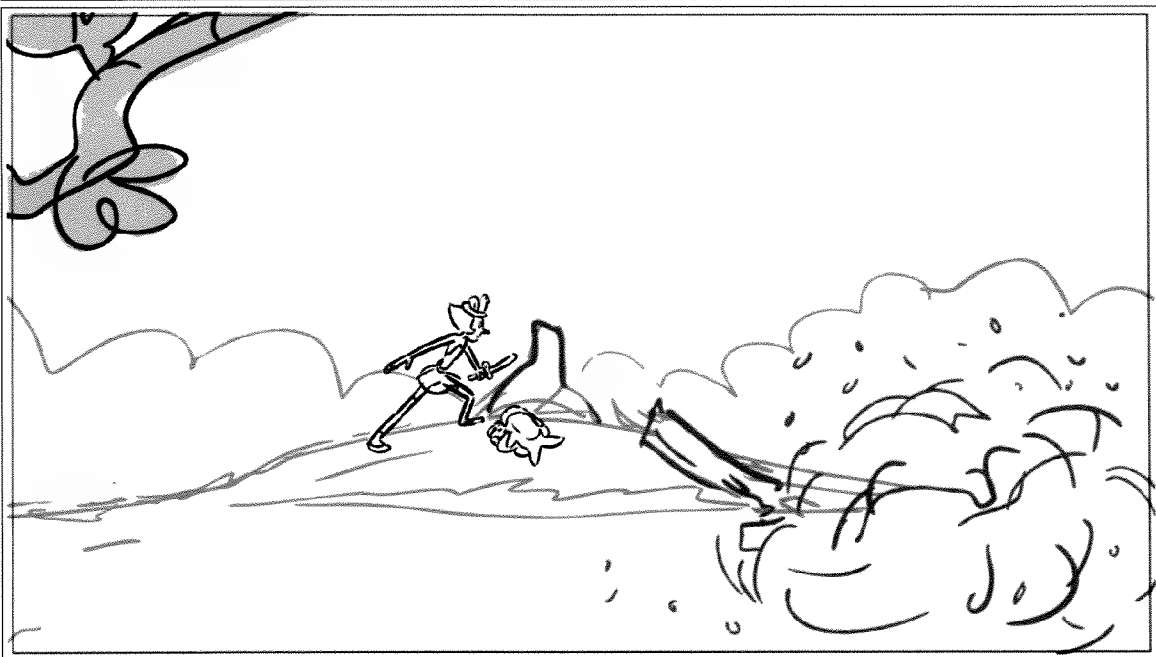
1020.013

Scene	139	Panel	7
			
<p>Action Notes</p> <p>Scene cuts on action as tree contacts ground.</p>			
<p>Slugging</p> <p>ADJ: 0.05</p>			

Scene	140	Panel	1
			
<p>Action Notes</p> <p>scene cuts on action as tree contacts ground, petals and bits of branches fly into the air.</p> <p>Holo-Pearl stands still, Steven is hiding under stuffed walrus.</p>			
<p>Slugging</p> <p>0.08</p>			

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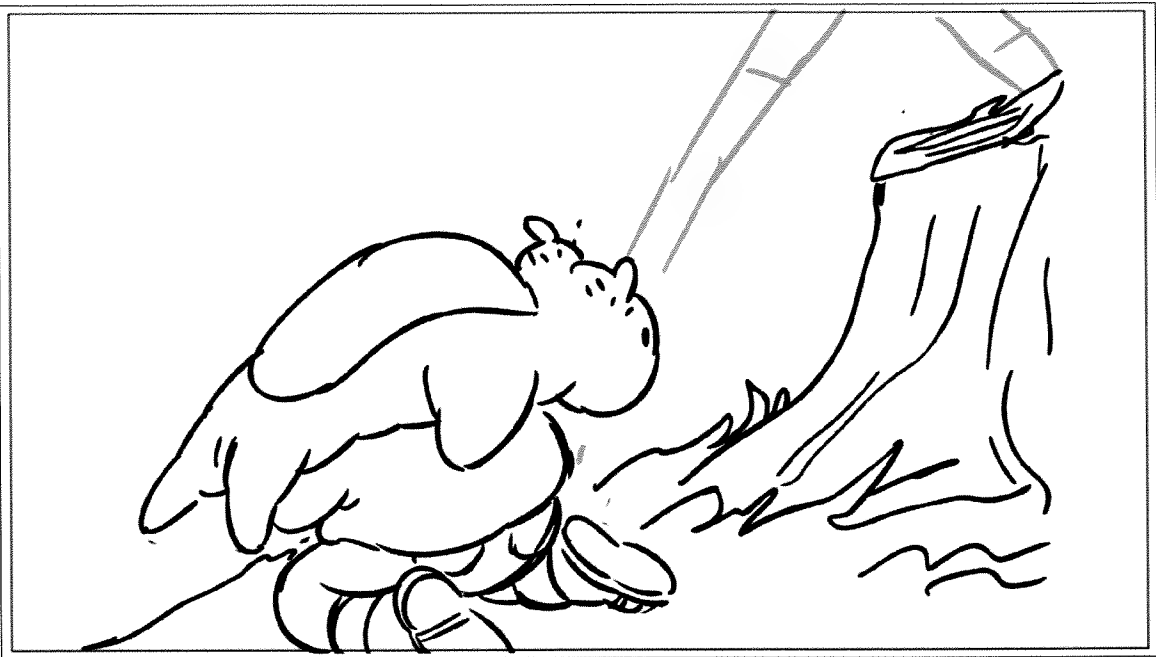
Scene	Panel
140	2



Action Notes
Tree settles.

Slugging
1.07

Scene	Panel
141	1



Action Notes
Holo-Pearl is standing behind steven to his right.

Slugging
0.08

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Scene	Panel
141	CONT 2

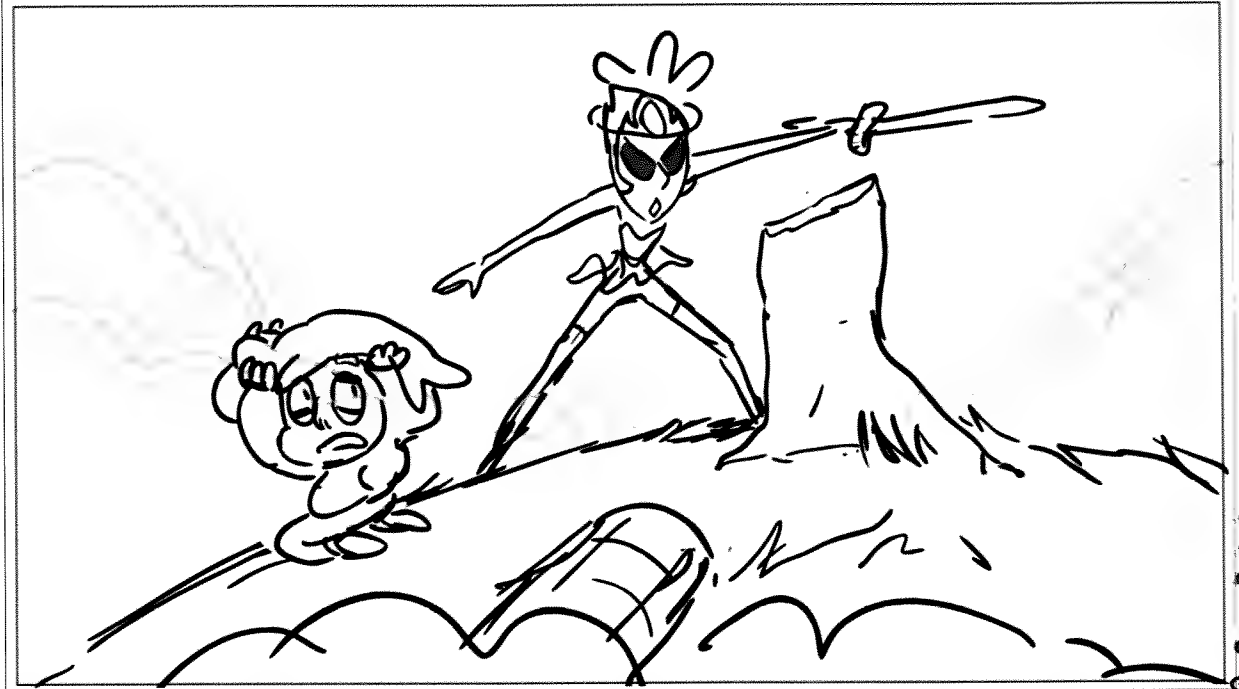


Dialogue
STEVEN: Oh no the tree!!

Action Notes
Steven twists around, still holding stuffed walrus over his head.

Slugging
2.06

Scene	Panel
142	1



Dialogue
HP: Challenger...

Slugging
1.00

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Scene	Panel
142	2
<i>CONT</i>	



Pos (B)
↑
Pos (A)

Dialogue
HP: ...defeated.

Action Notes
Camera ADJ North, following Holo-Pearl as it stands up.

Slugging
ADJ: 0.05
Then HOLD: 0.12

Scene	Panel
142	3
<i>CONT</i>	



Action Notes
Holo-Pearl eyes no longer red.

Slugging
1.00

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1020.013

Scene 143 Panel 1



Dialogue

STEVEN: Real Pearl would never do that!

Slugging

3.07

Notes

H.U. Steven to previous scene.



Scene 143 Panel 2



Dialogue

STEVEN: argh,

Slugging

Panels 2 + 3 = 2.13

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1020.013

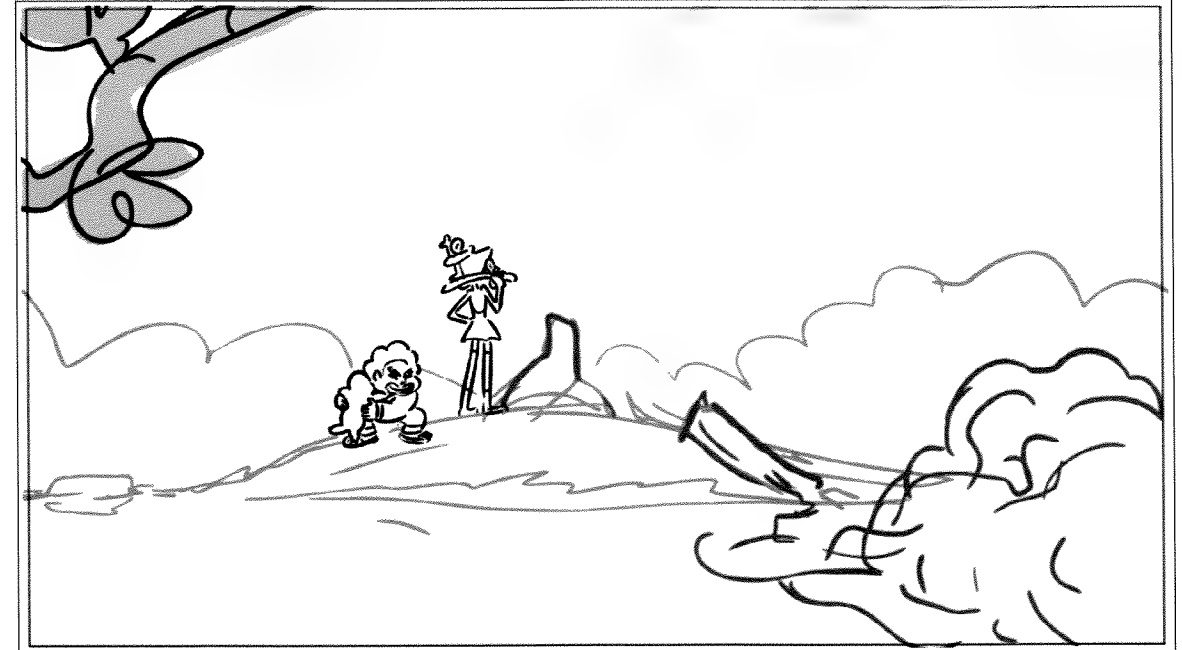
1020.013

Scene	Panel
143	3



Dialogue
STEVEN: you're hopeless!

Scene	Panel
144	1



Dialogue
STEVEN: Get...

Slugging
0.08

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1020.013

Scene	Panel
144	CONT 2



Dialogue
STEVEN: ...away from me!

Action Notes
Steven runs away, holding stuffed walrus

Slugging
1.04

Scene	Panel
144	CONT 3



Action Notes
Steven OUT West.

Slugging
1.09

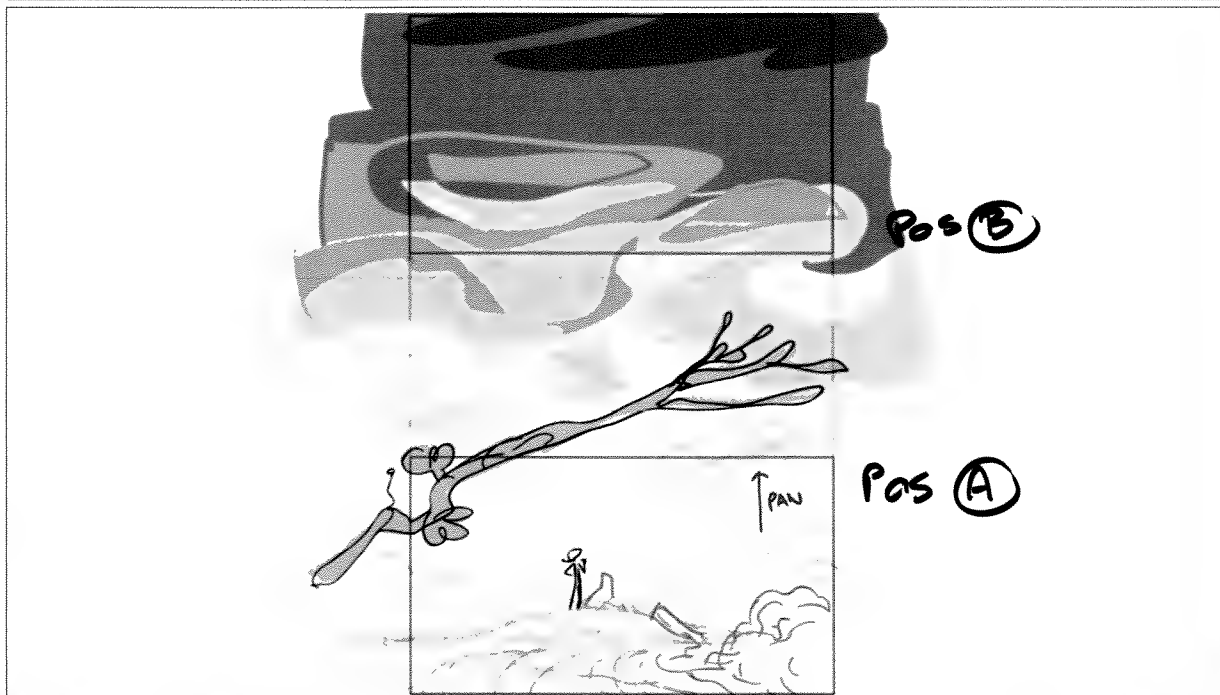
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1020.013

1020.013

Scene 144 Panel 4
144 *cont*



Action Notes
Camera ADJ North to reveal storm in the sky.

Slugging
ADJ: 2.14
Then HOLD: 0.07

Scene 144 Panel 5
144 *cont*



Action Notes
Lightning flashes.

Slugging
0.04

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1020.013

Scene 145 Panel 1



Action Notes
Ext. temple, raining.

Slugging
1.09

Scene 145 *cont* Panel 2A



Action Notes
Lightning flashes

Slugging
0.06



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Scene	Panel
146	1

**Action Notes**

Lightning flashing outside lighting interior of kitchen dramatically.
Steven kneeling - looking out the window.
Pearl's gem next to him wrapped in a blanket.

Slugging

0.06

Scene	Panel
146	2

**Dialogue**

STEVEN: It's too bad you're still not back, Pearl.

Action Notes

Raining outside, moon lighting.

Slugging

3.12

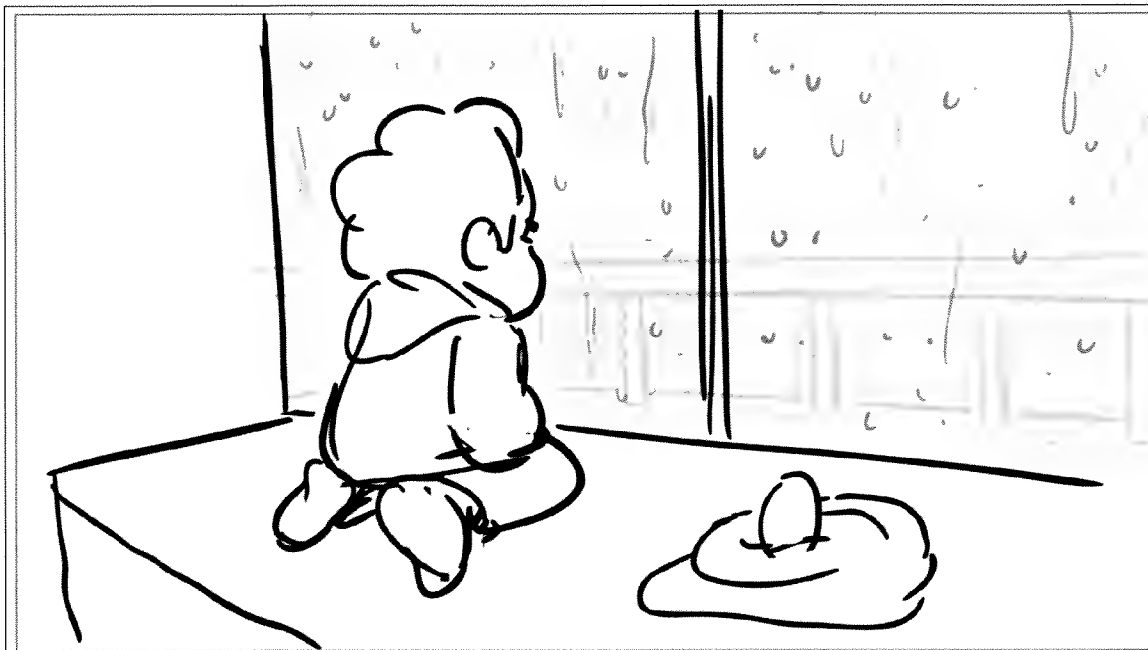
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1020.013

1020.013

Scene	Panel
147	1



Slugging
1.00

Scene	Panel
147	2



Dialogue
STEVEN: Because I just found a copy of..

Action Notes
Steven scoots around on his knees to face Pearl.

Slugging
3.04

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1020.013

Scene	Panel
148	1



Dialogue
STEVEN: ..the...

Slugging
Panels 1 + 2 = 0.05

Scene	Panel
148	2



Dialogue
STEVEN: ..the...

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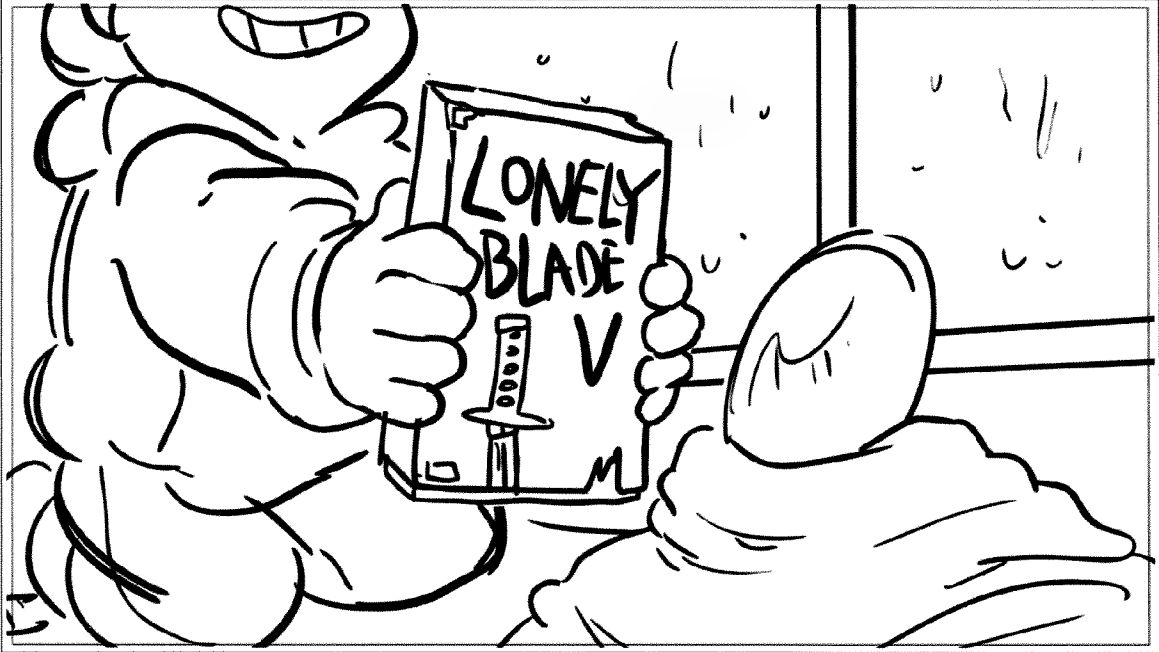
1020.013

1020.013

1020.013



Scene	Panel
148	cont 3

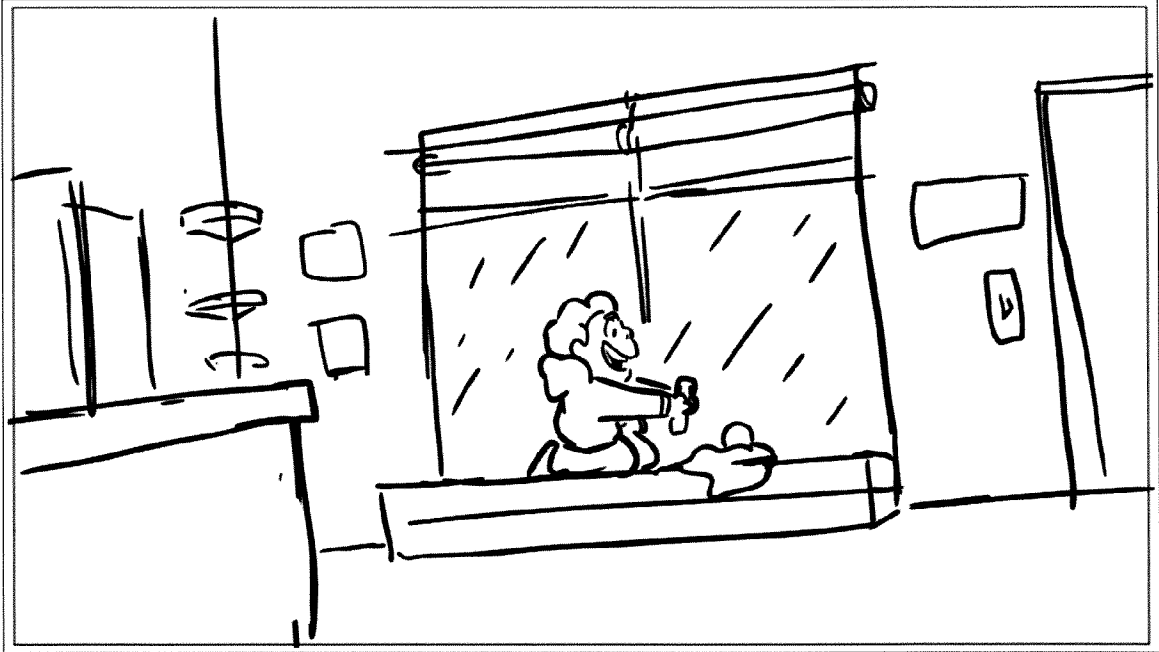


Dialogue
STEVEN: ... fifth Lonely Blade movie!

Action Notes
Steven presents Lonely Blade VHS to Pearl.

Slugging
3.03

Scene	Panel
149	1



Action Notes
Raining outside.
Hold for a beat, Steven hoping for a response from Pearl.

Slugging
1.07

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Scene	Panel
149	cont 2



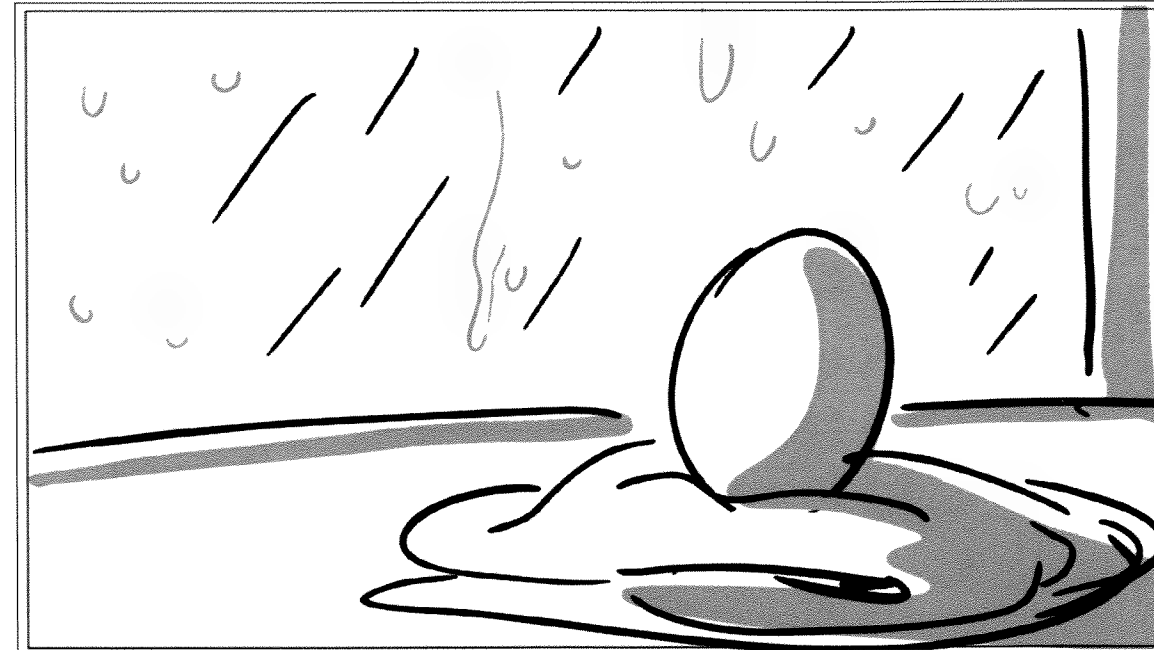
Action Notes

Steven is surprised by lack of reaction.

Slugging

1.07

Scene	Panel
150	1



Dialogue

STEVEN (os): *Sigh*

Action Notes

Raining outside.

Slugging

2.08

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1020-013

1020-013

1020-013

Scene	Panel
151	1



Dialogue
STEVEN: How long are you gonna make me wait, Pearl?

Slugging
4.10

Scene	Panel
151	<i>cont</i> 2



Dialogue
Microwave: *beepbeepbeep!*

STEVEN: Oh, the popcorn's done!

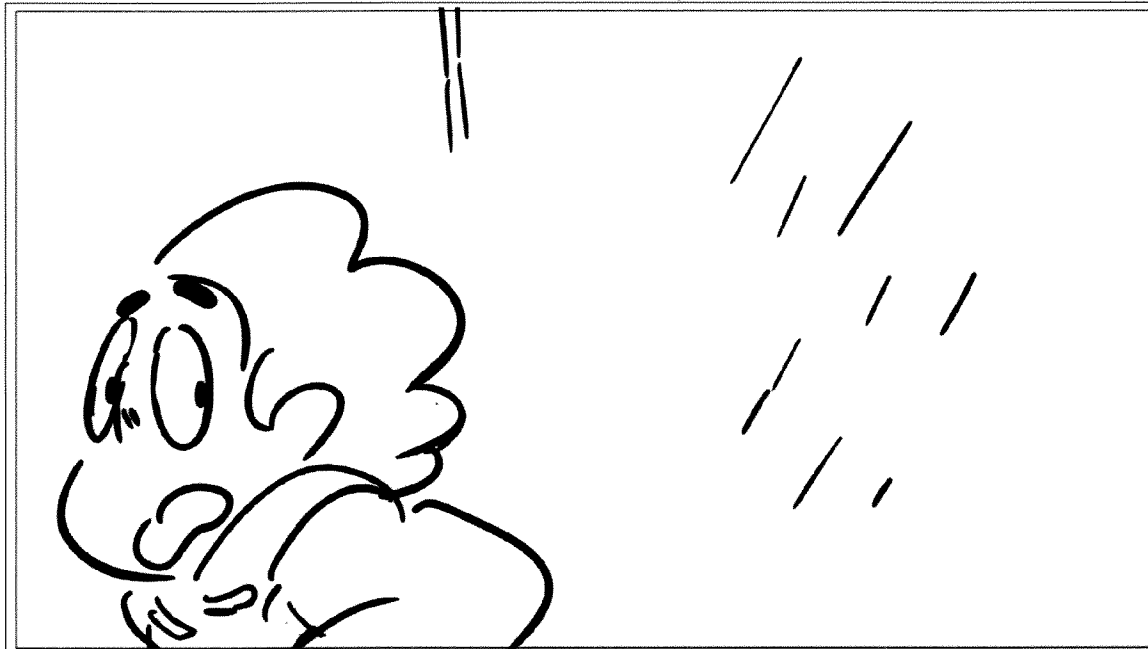
Slugging
2.09

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Scene	Panel
151	3



Dialogue
STEVEN: Stay right there!

Action Notes
Steven turns and runs towards the West.

Slugging
1.08

Notes
H.U. Steven's left arm to next scene - his arm is out wide.

Scene	Panel
152	1

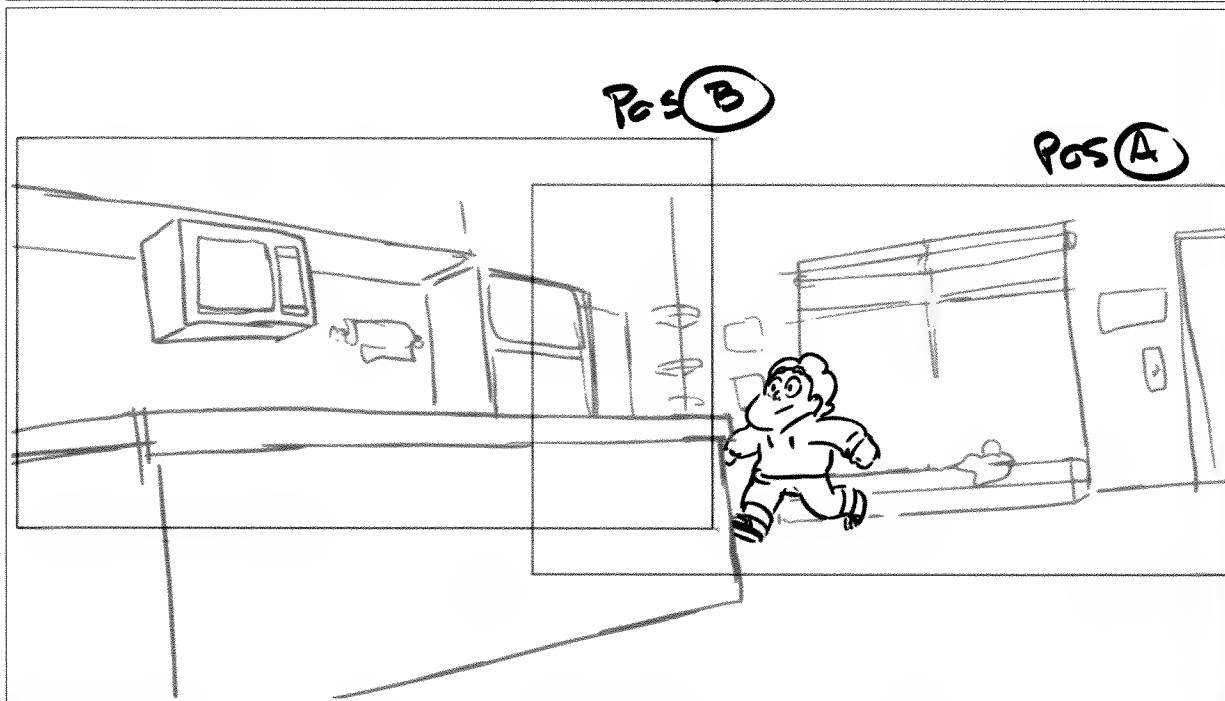


Action Notes
Steven puts down VHS.

Slugging
0.04

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Scene 152 Panel 2
CONT



Action Notes

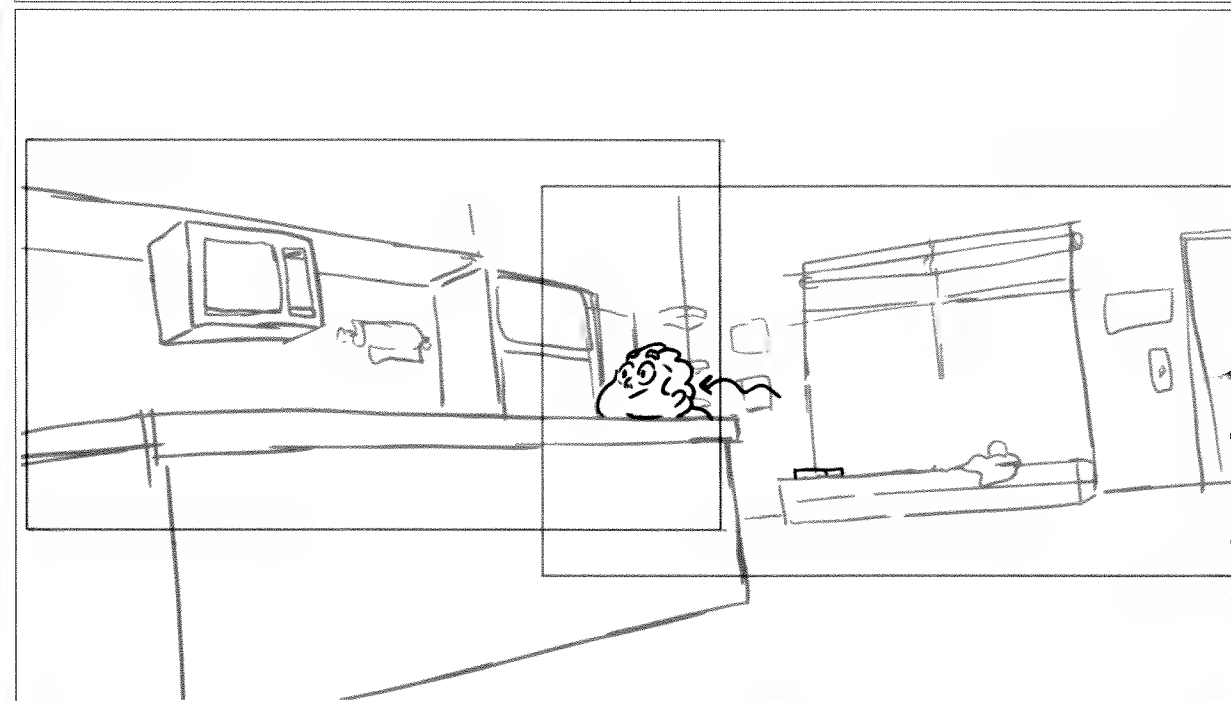
Steven runs over to microwave, camera ADJ NW with him as he moves.

Slugging

ADJ: 0.13

Total ADJ frames Panels 2 to 4 = 2.06

Scene 152 Panel 3
CONT



Slugging

ADJ: 0.12

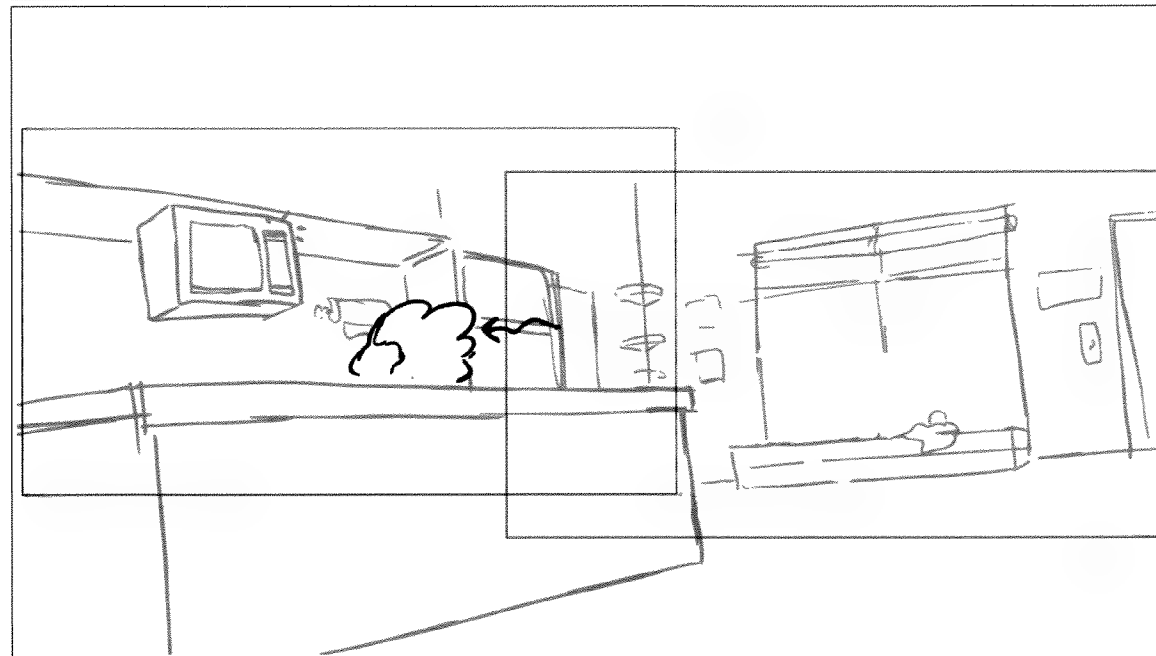
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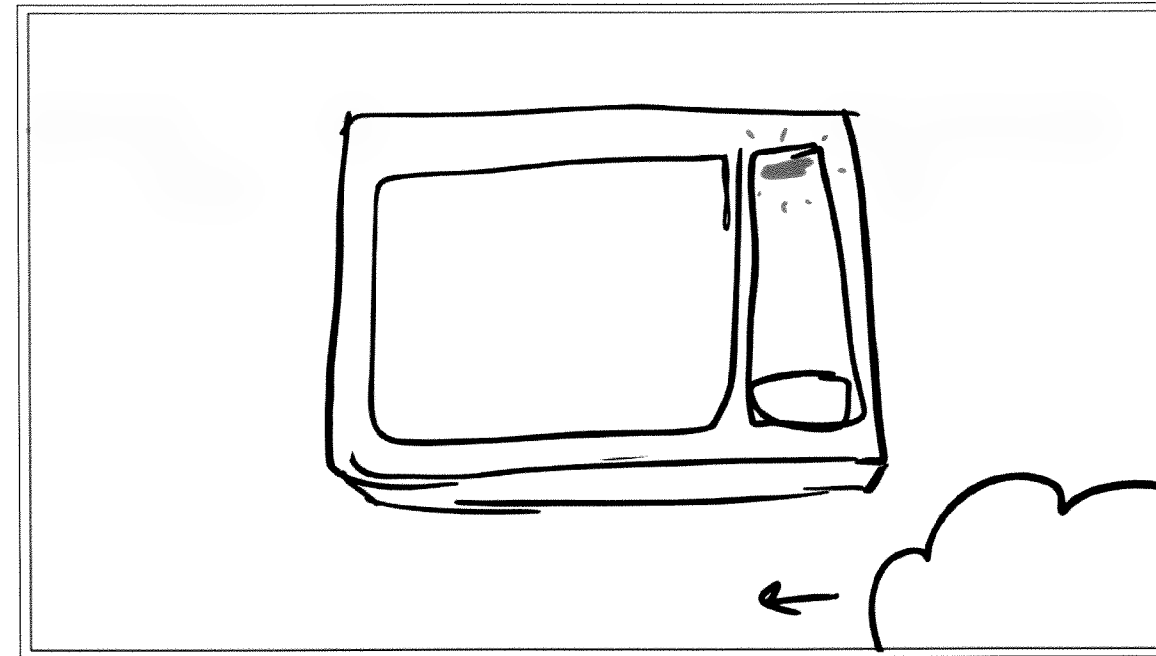
1020.013

Scene	Panel
152	4



Slugging
ADJ: 0.13

Scene	Panel
153	1



Action Notes
Microwave beeping, flashing light to show that it's done cooking.
Steven walks from East to center.

Slugging
0.04

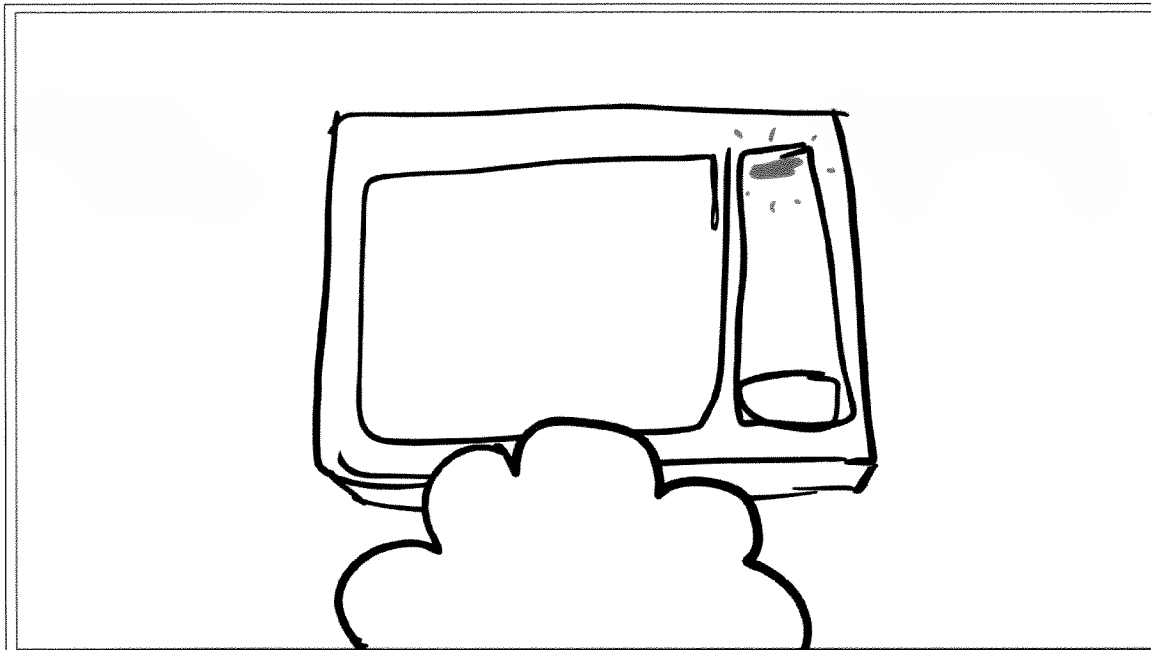
AUG 0 6 2013

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1020.013

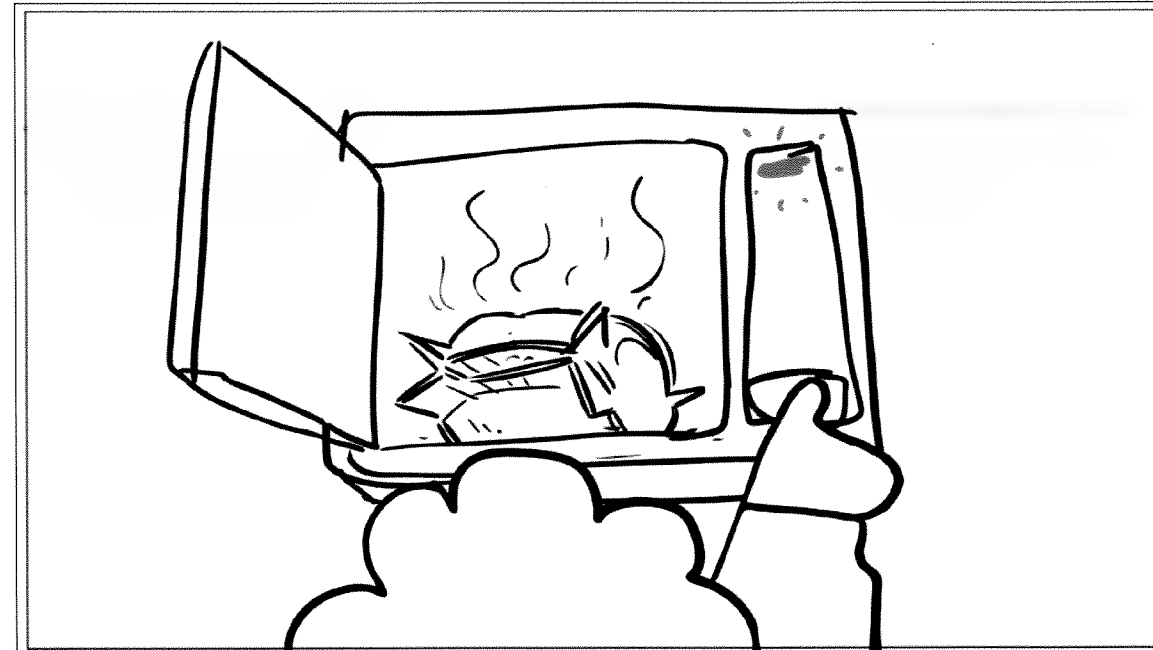
Scene 153 Panel 2



Action Notes
Steven stops beneath microwave.

Slugging
0.06

Scene 153 Panel 3



Action Notes
Steven presses button on microwave and it opens.
Steam rises from the popcorn.

Slugging
0.08

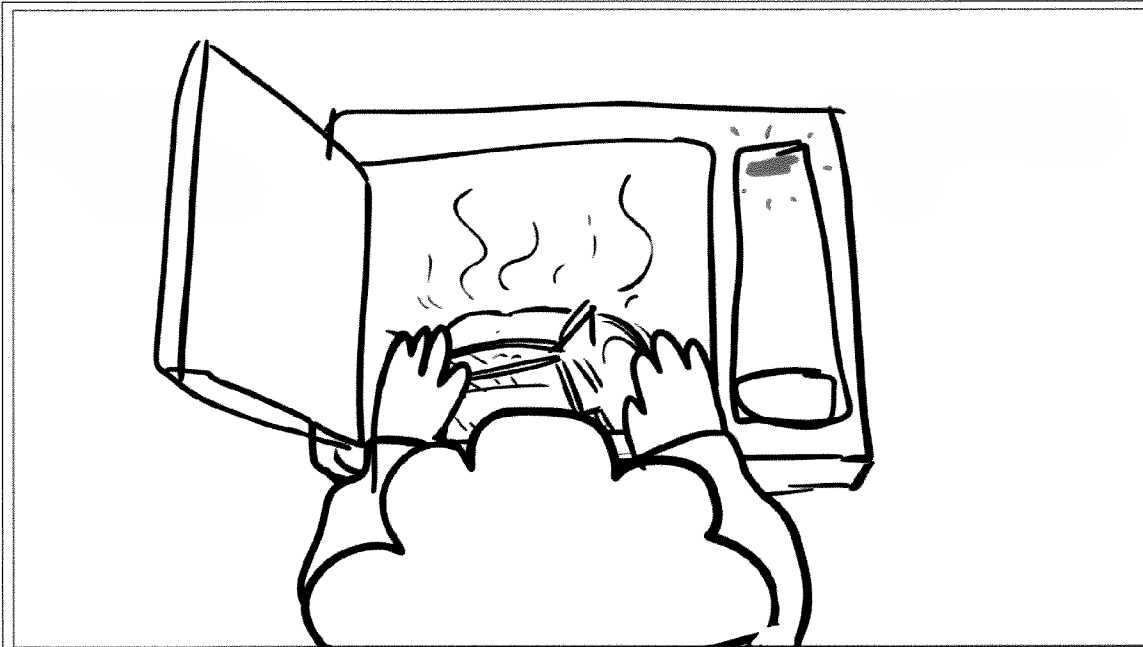
AUG 0 6 2013

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1020.013

1020.013

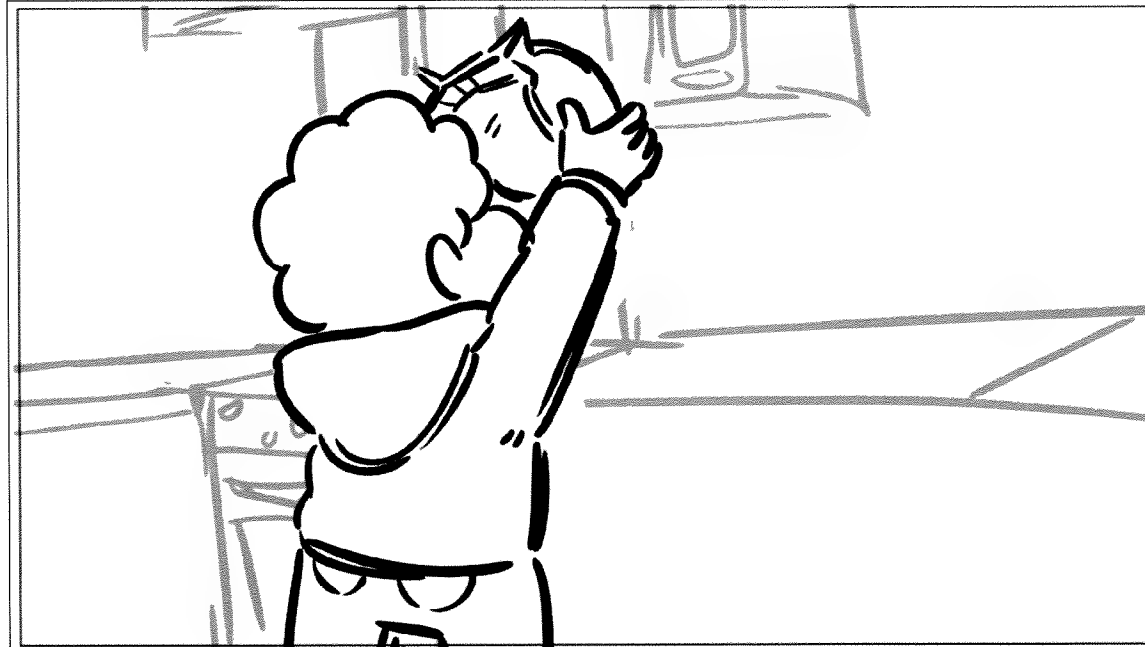
Scene	Panel
153	4



Action Notes
Steven reaches in to grab popcorn.

Slugging
0.07

Scene	Panel
154	1



Slugging
0.06

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1020.013

Scene 154 Panel 2



Action Notes

Steven pulls popcorn out of microwave onto the counter.

Slugging

0.06

Scene 154 Panel 3



Action Notes

Steven turns to his right with his eyes closed.
Camera ADJ West revealing Holo-Pearl.

Slugging

ADJ: 0.03

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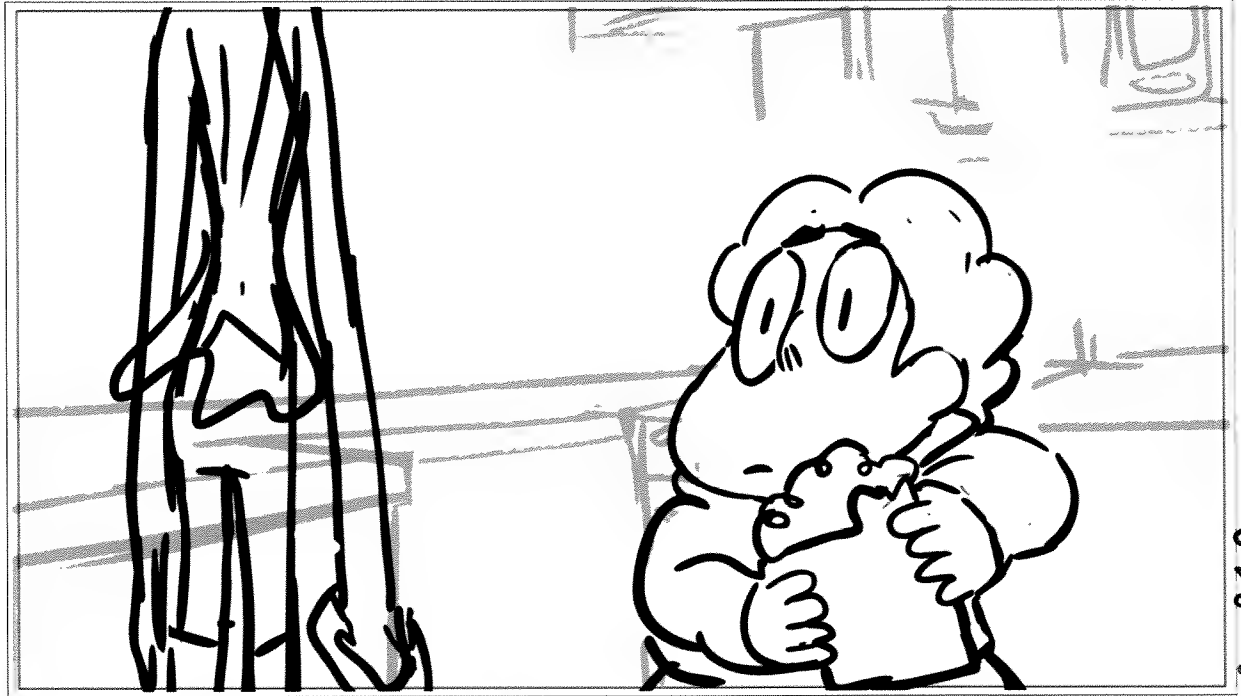
Scene 154 Panel 4
CONT



Action Notes
Steven is startled by the figure of Holo-Pearl standing next to him.

Slugging
ADJ: 0.04

Scene 154 Panel 5
CONT



Dialogue
STEVEN: *Startled*

Slugging
0.12

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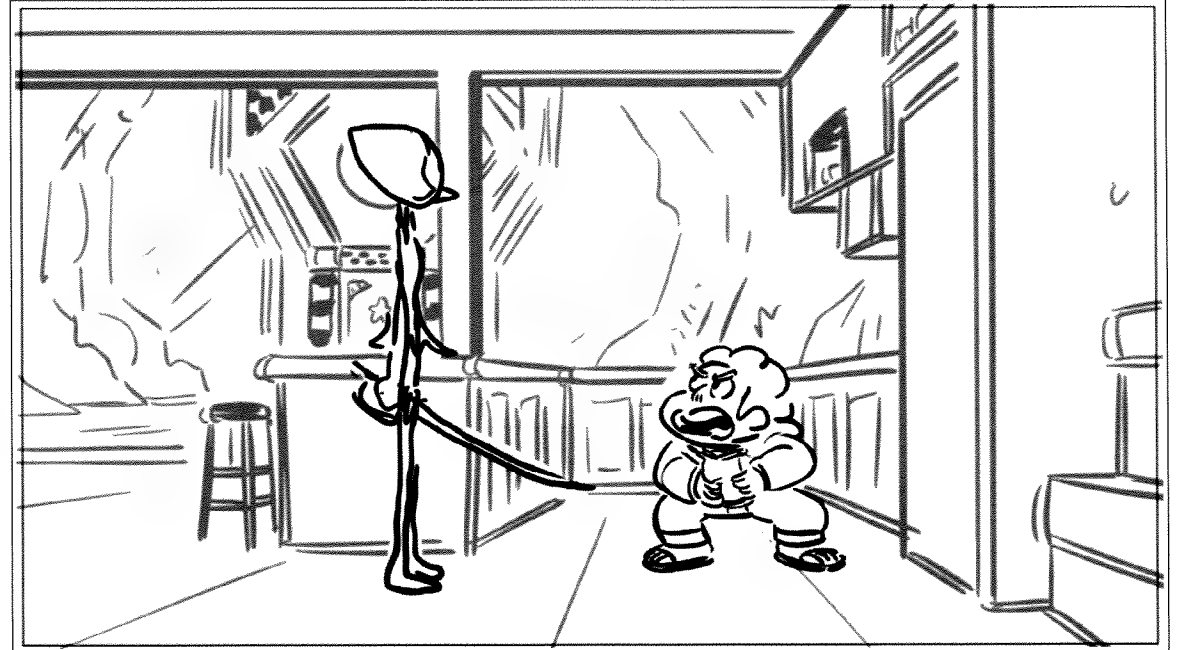
Scene	Panel
155	1



Dialogue
HP: Do you wish to test your skills against me in a duel?

Slugging
4.09

Scene	Panel
156	1



Dialogue
STEVEN: No!

Slugging
0.15

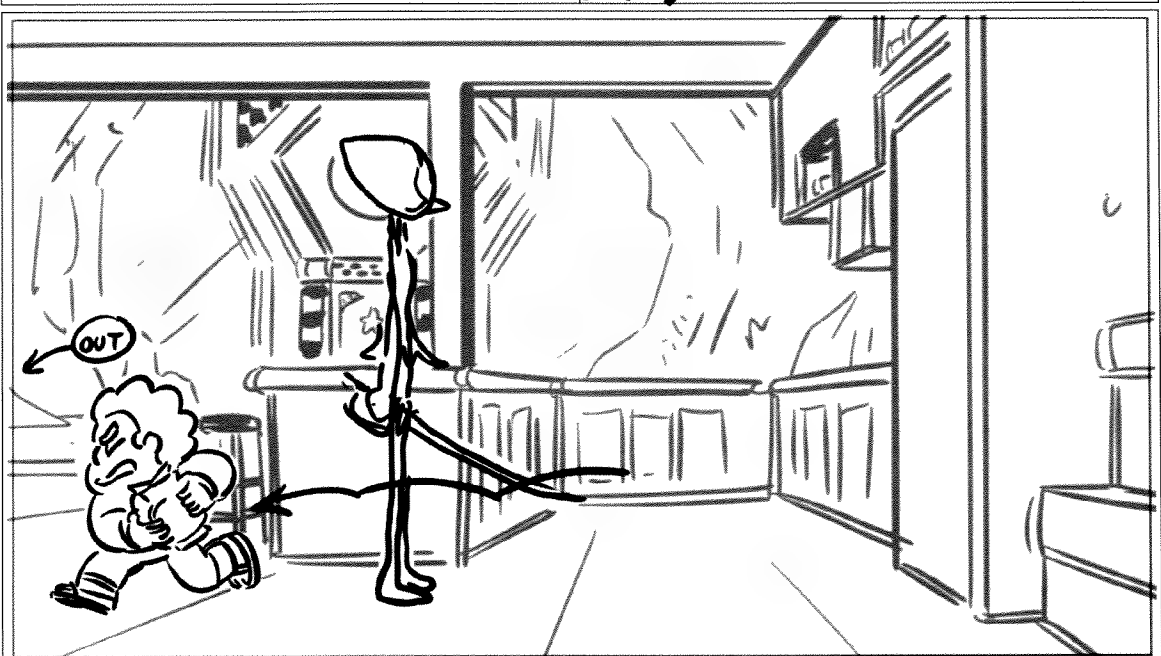
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Scene	Panel
156	2



Dialogue

STEVEN: No sword fighting!!

Action Notes

Steven runs West and leaves OUT the frame.

Slugging

2.01

Scene	Panel
157	1



Action Notes

Holo-Pearl does nothing.

Slugging

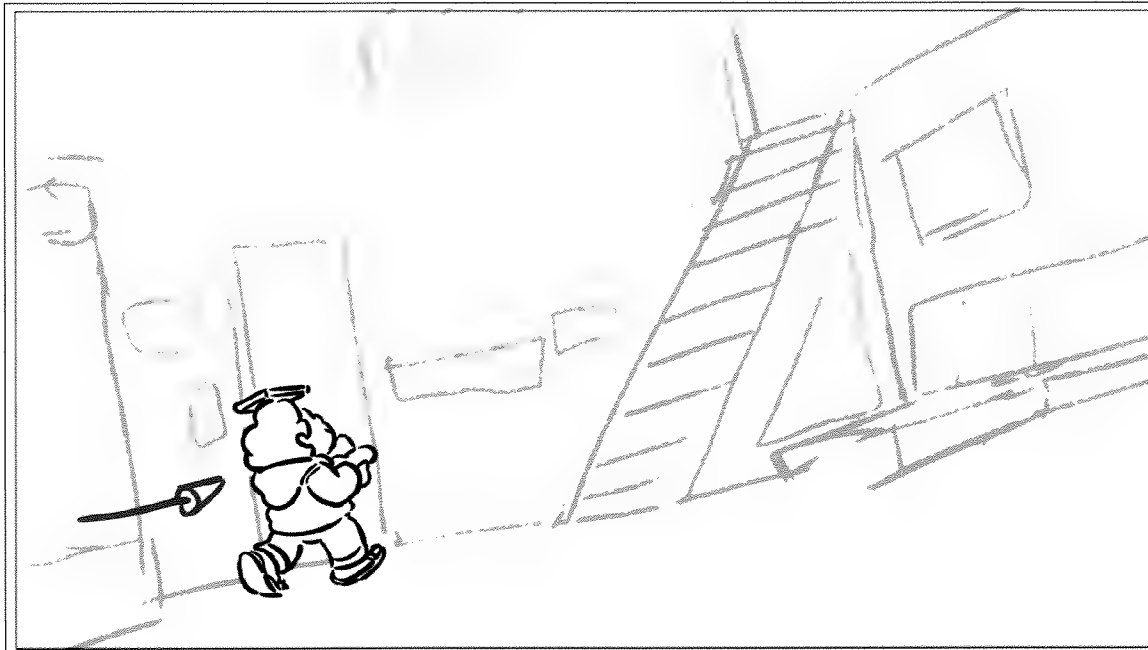
1.12

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Scene	Panel
158	1



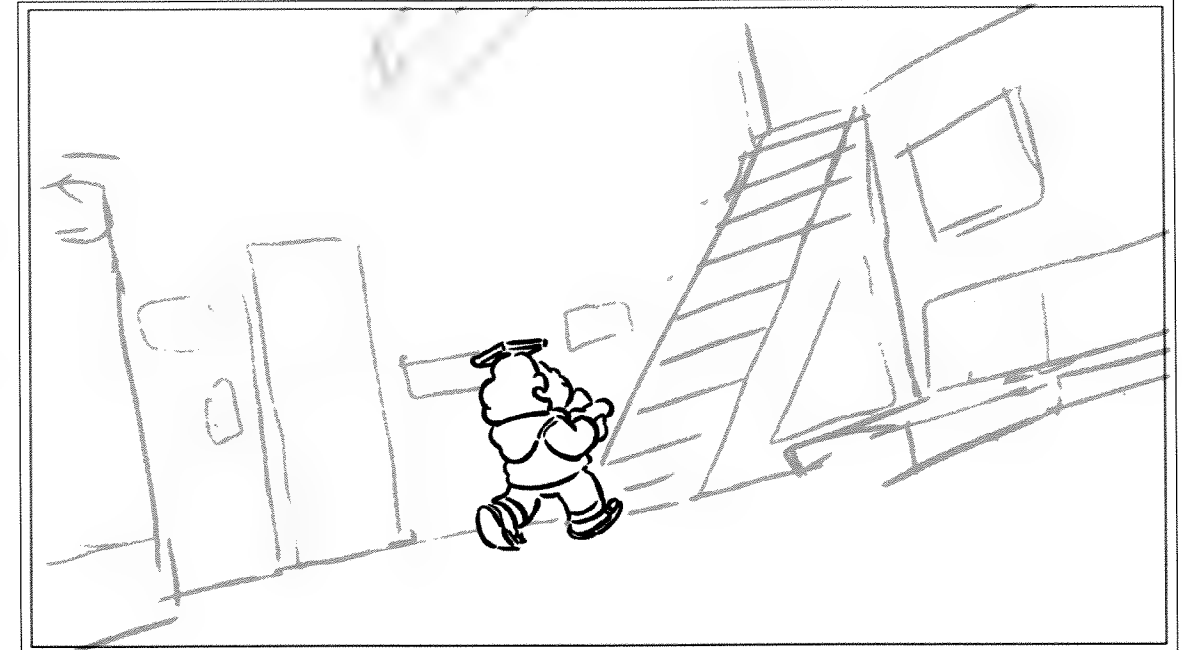
Action Notes

Steven is holding Pearl and her blanket in his right arm and balancing the VHS on his head.

Slugging

0.06

Scene	Panel
158	2



Action Notes

Steven walks towards stairs.

Slugging

0.10

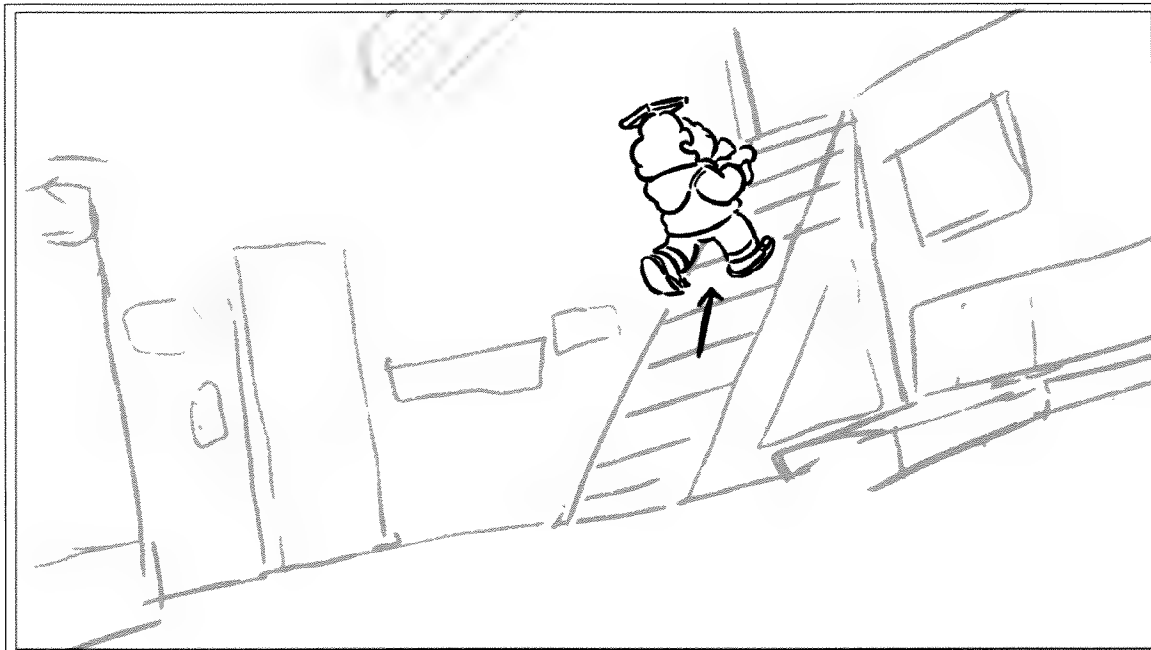
AUG 06 2013

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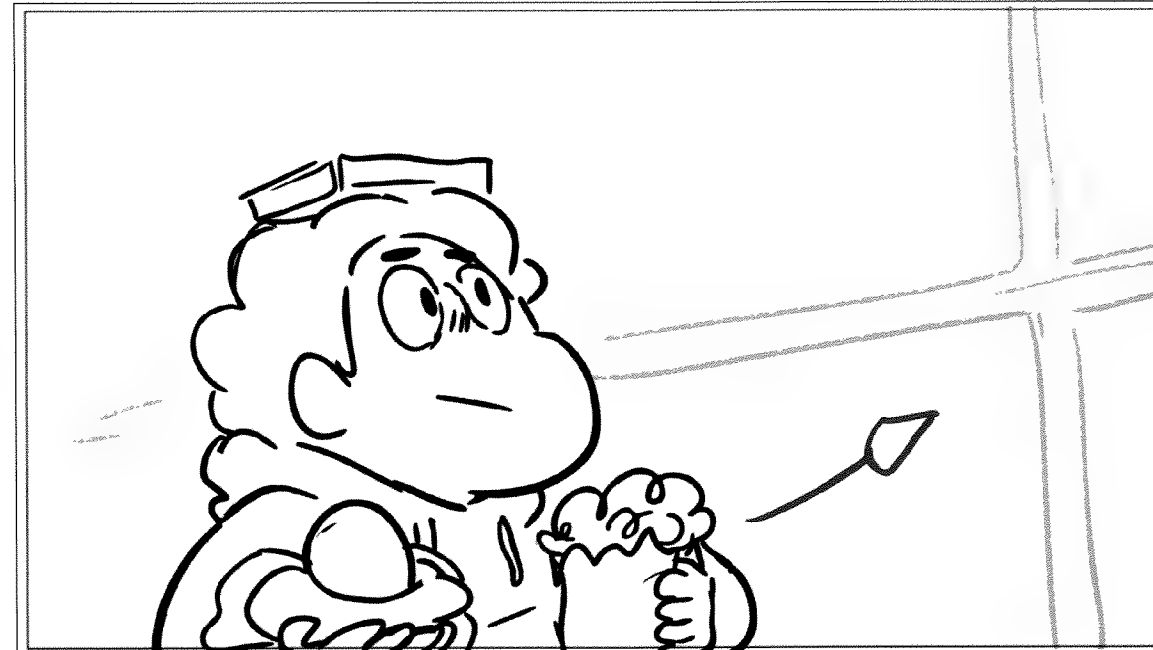
Scene	Panel
158	CONT 3



Action Notes
Steven walks up stairs.

Slugging
0.14

Scene	Panel
159	1



Action Notes
Steven walks up stairs.

Slugging
0.09

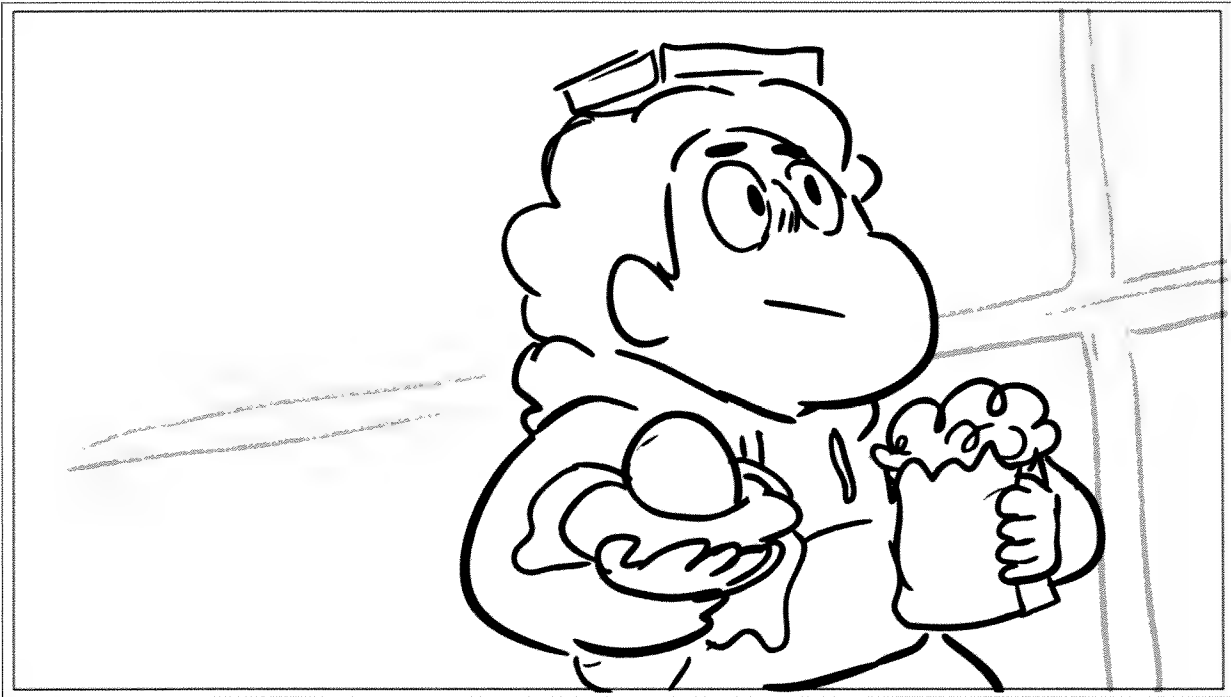
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1020.013

Scene 159 Panel 2
cont

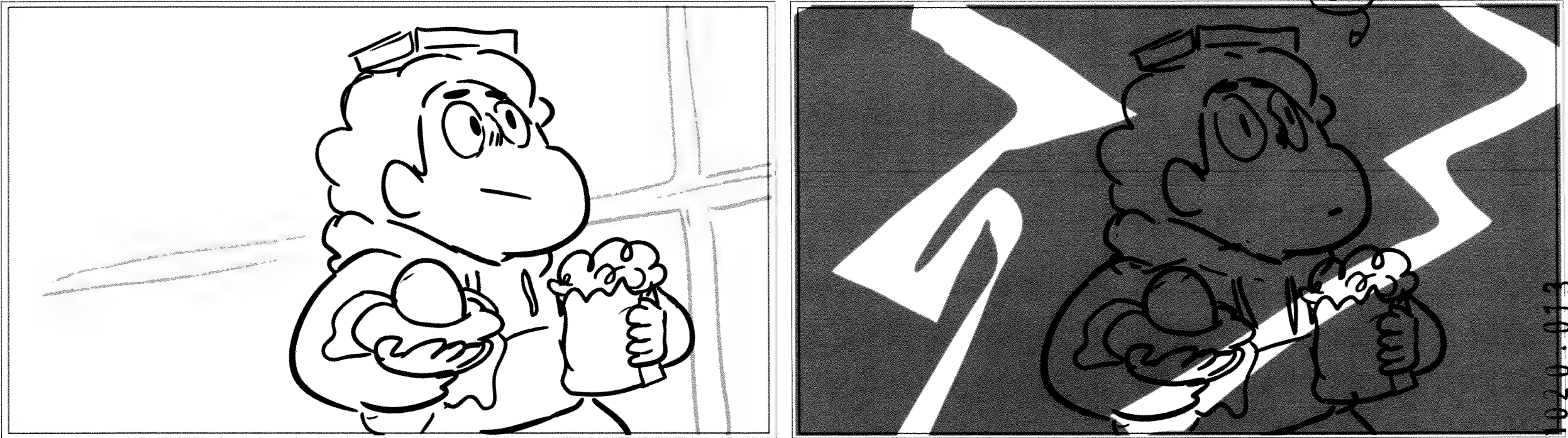


Action Notes
Steven walks up stairs.

Slugging
0.05

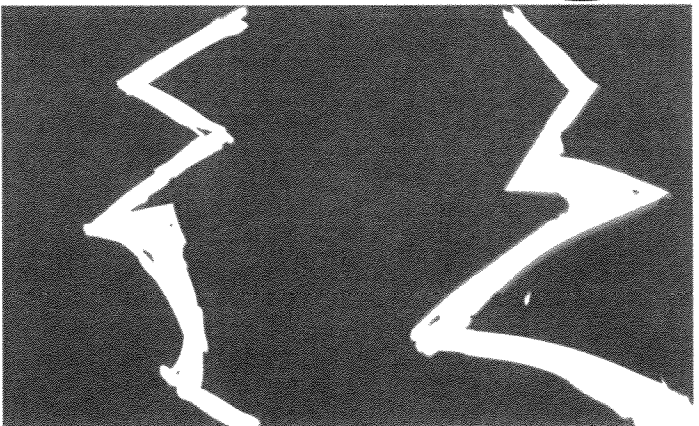
1020.013

Scene 159 Panel 3
cont *3A*



Action Notes
Lightning flashes - Steven stops. *3B*

Slugging
0.06



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1020.013

1020.013



Scene	Panel
159	cont 4



Action Notes
Steven stops, feeling spooked.

Slugging
0.15

Scene	Panel
159	cont 5



Action Notes
Cut on action: Steven turns around to his right, his eyes closed.

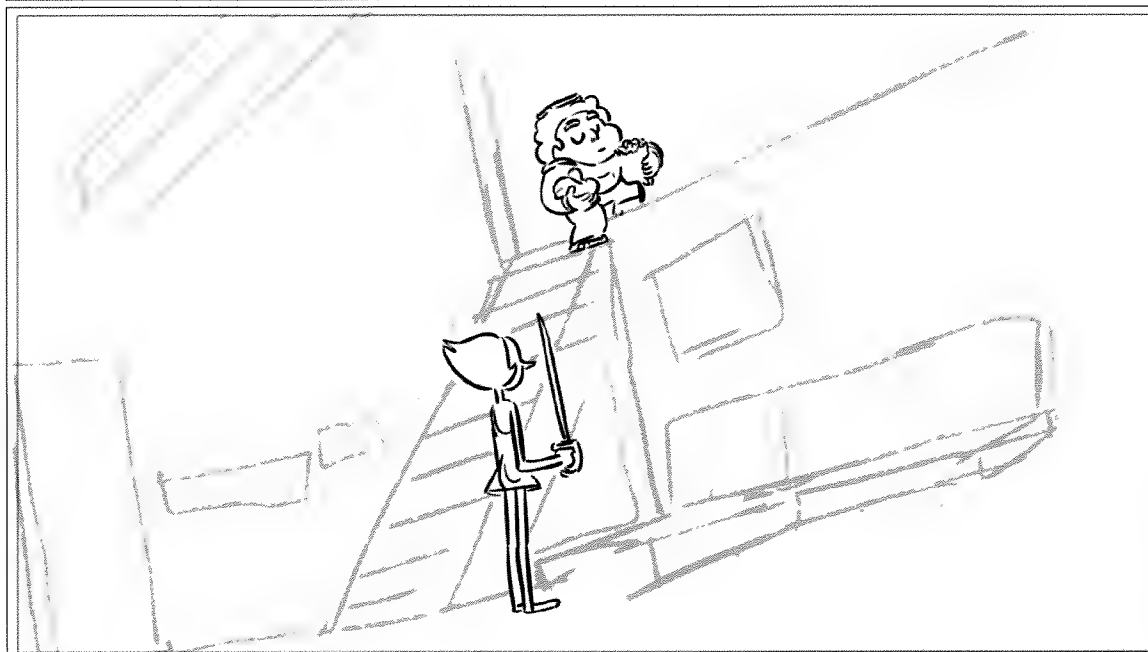
Slugging
0.04

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1020.013

1020.013

Scene	Panel
160	1



Action Notes

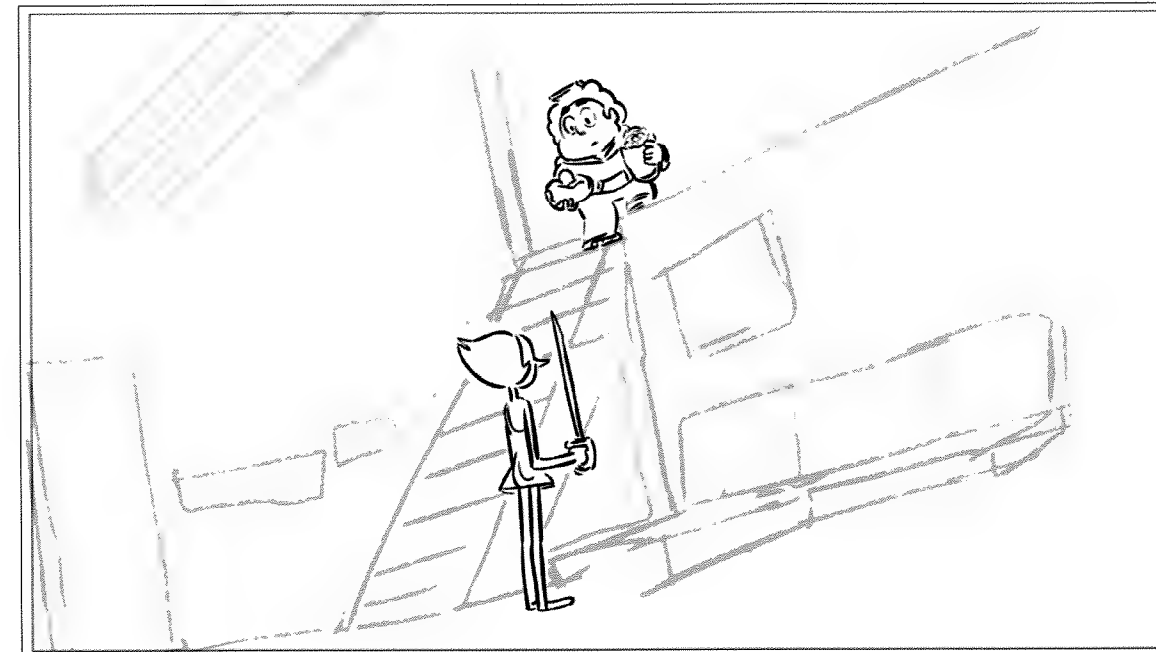
Cut on action: Steven turns around to his right.

Slugging

0.04

Scene	Panel
160	2

cont



Action Notes

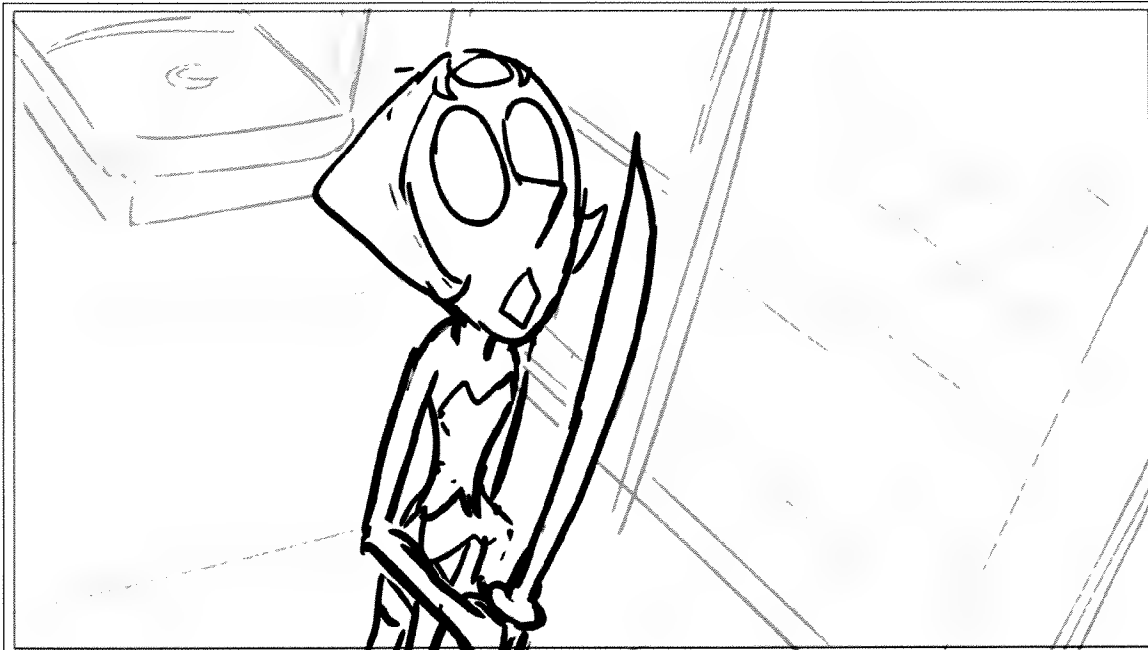
Steven opens eyes.

Slugging

1.08

AUG 06 2011

Scene	Panel
161	1



Dialogue
HP: Draw your sword and fulfill your destiny!

Slugging
3.14

Scene	Panel
162	1



Dialogue
STEVEN: *Spooked*

Action Notes
Steven is spooked.

Slugging
1.06

AUG 06 2013

1020.013

1020.013

1020.013

Scene	Panel
162	cont 2



Dialogue

STEVEN: NO! Leave REAL PEARL and me ALONE!!

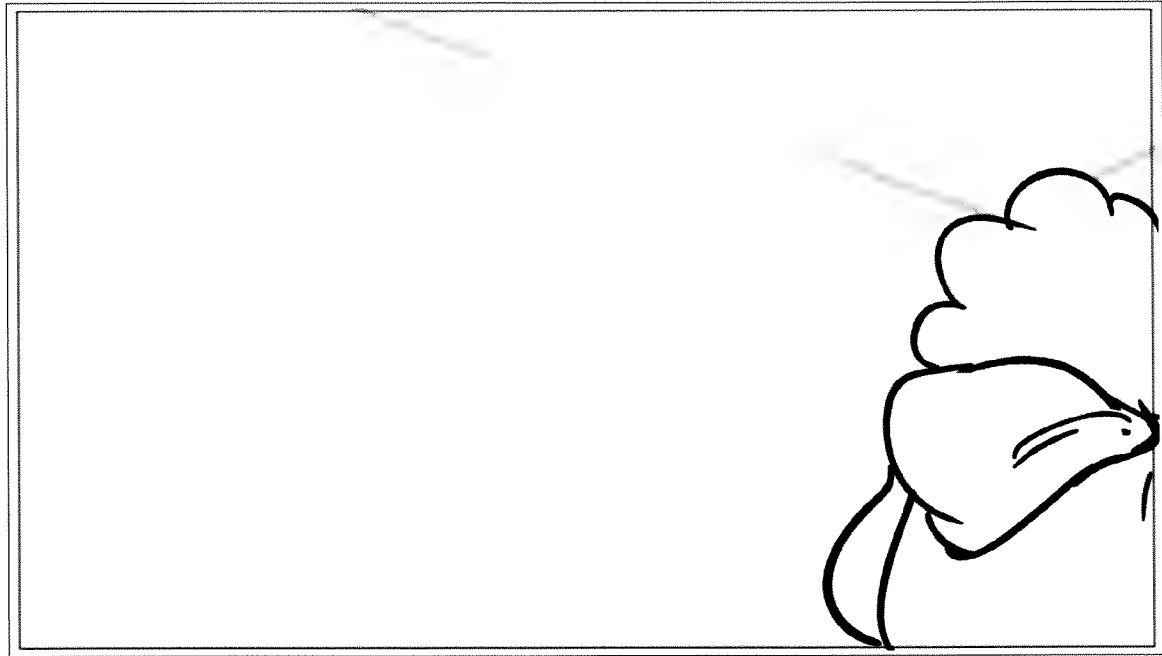
Action Notes

Steven yells angrily.

Slugging

3.15

Scene	Panel
162	cont 3



Action Notes

Steven turns and walks away.

Slugging

0.10

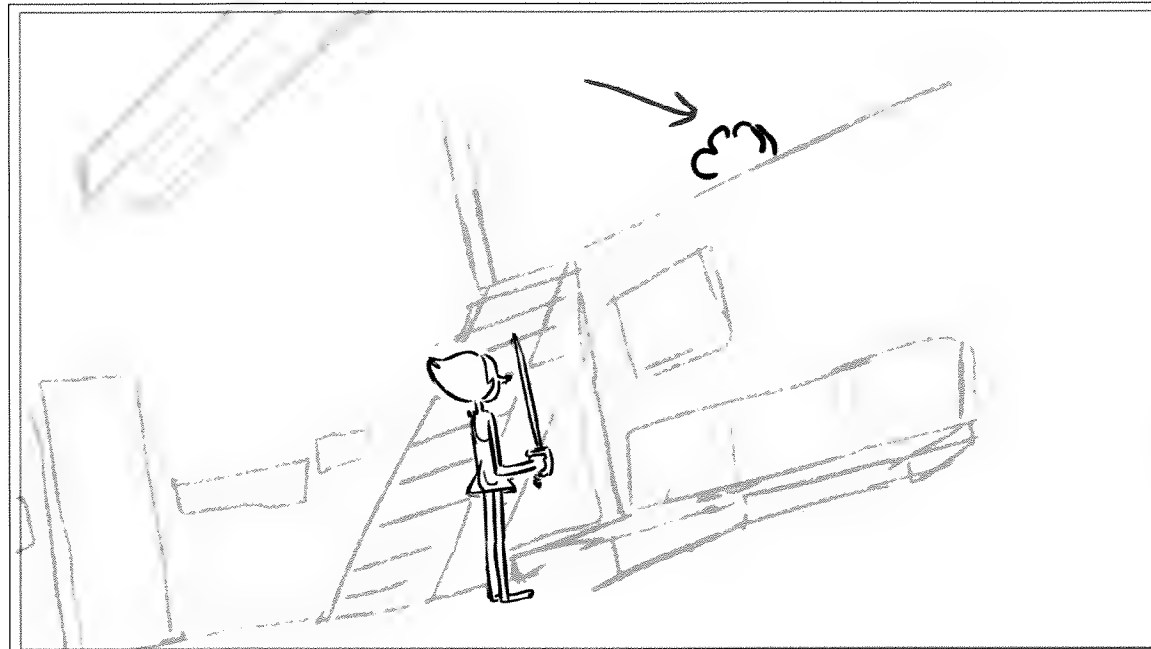
AUG 06 2013

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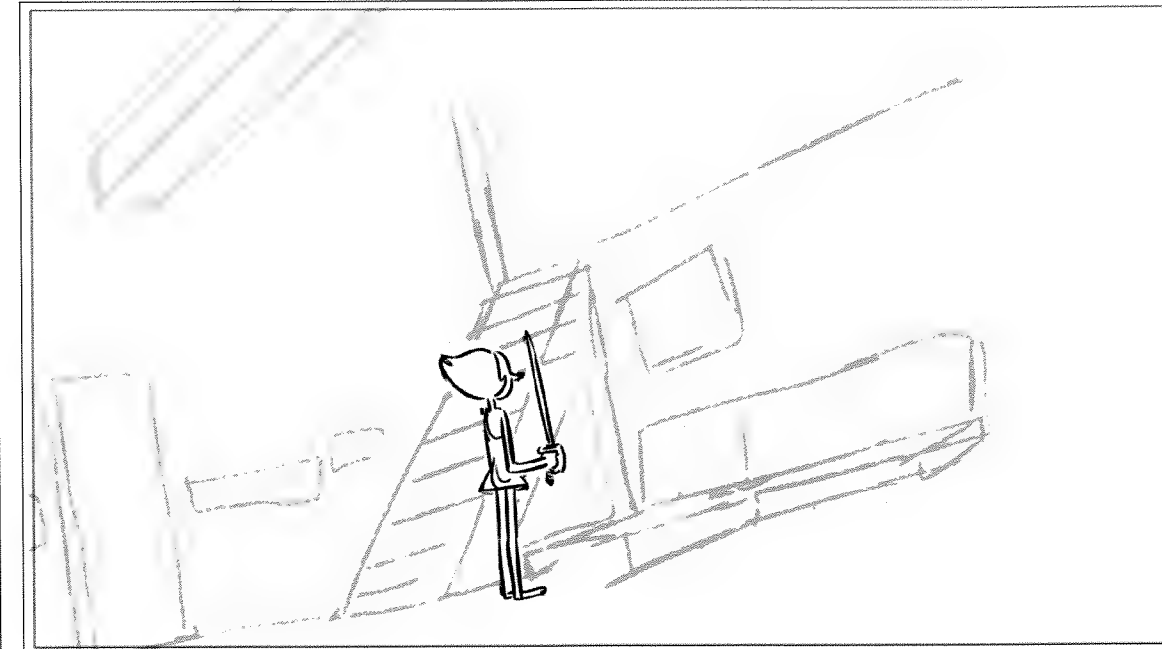
Scene	Panel
163	1



Action Notes
Steven disappears behind the side of the loft.

Slugging
0.07

Scene	Panel
163	2



Slugging
1.04

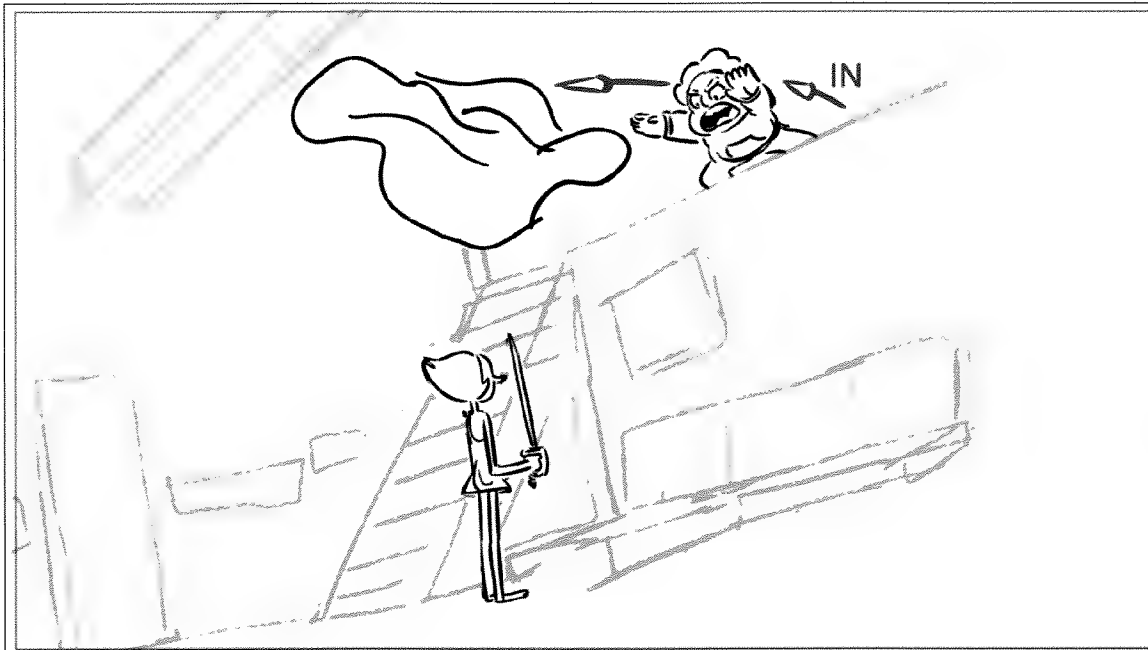
AUG 0 6 2013

1020.013

1020.013

1020.013

Scene 163 *cont* Panel 3

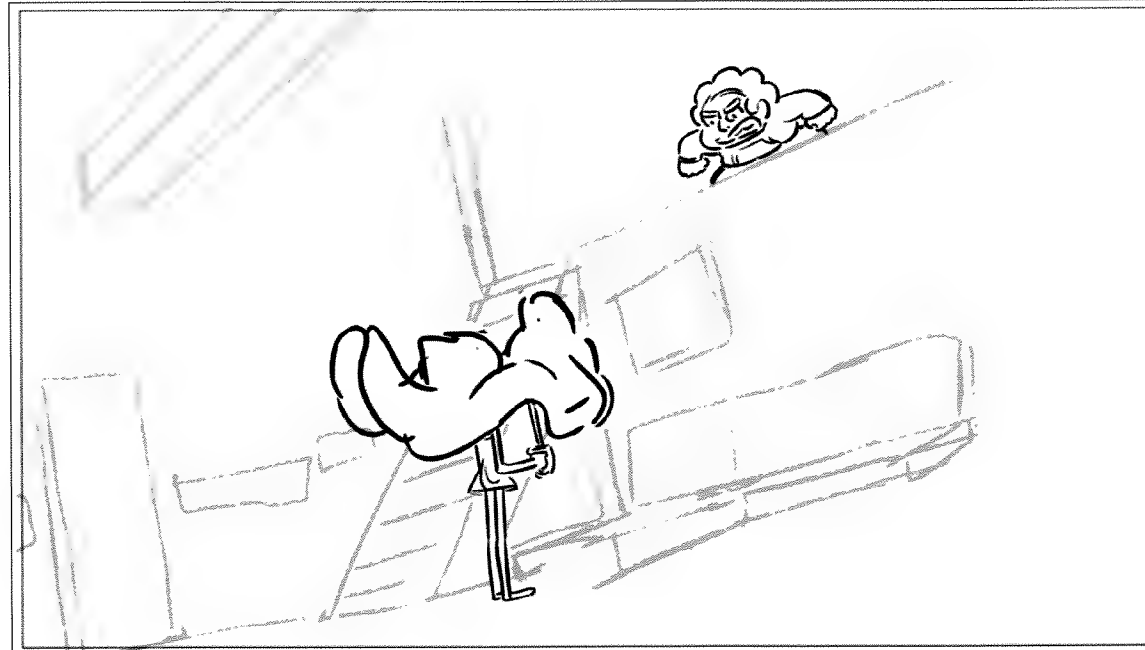


Dialogue
STEVEN: Go back under ...

Action Notes
Steven runs back and flings sheet into the air.
The sheet hangs in the air for a brief moment.

Slugging
0.11

Scene 163 *cont* Panel 4



Dialogue
STEVEN: ...your SHEET!!

Action Notes
Sheet lands on Holo-Pearl and gracefully drapes itself over it.

Slugging
0.07

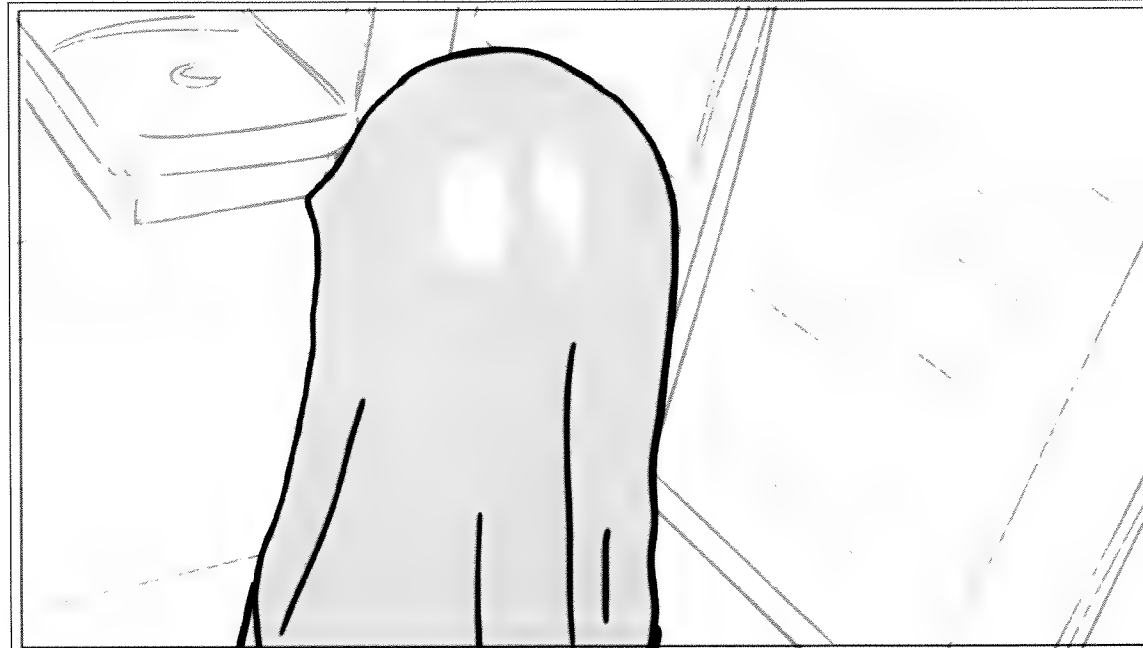
AUG 06 2013

Scene	Panel
163	CONT 5



Slugging
1.05

Scene	Panel
164	1



Action Notes
Holo-Pearl does nothing.
Its eyes glow beneath the sheet.

Slugging
1.09

AUG 06 2010

Scene	Panel
165	1



Action Notes
Lightning flashes.

Slugging
0.06

Scene	Panel
166	1



Dialogue
Lonely Blade: Br- Brother.. Is that you?

Action Notes
Movie playing on TV:
Lightning flashes, rain falls
Lonelyblade's hair blows slightly in the wind

Rain falls outside the window.

Slugging
4.01

AUG 06 2011

1020.013

1020.013



Scene	Panel
166	cont 2



Dialogue
Loney Blade Brother: Yes... It's me... Your... Brother...

Action Notes
Movie on TV: Rain falls
both charaters' hair blowing slightly in the wind

Slugging
4.01

Scene	Panel
167	1



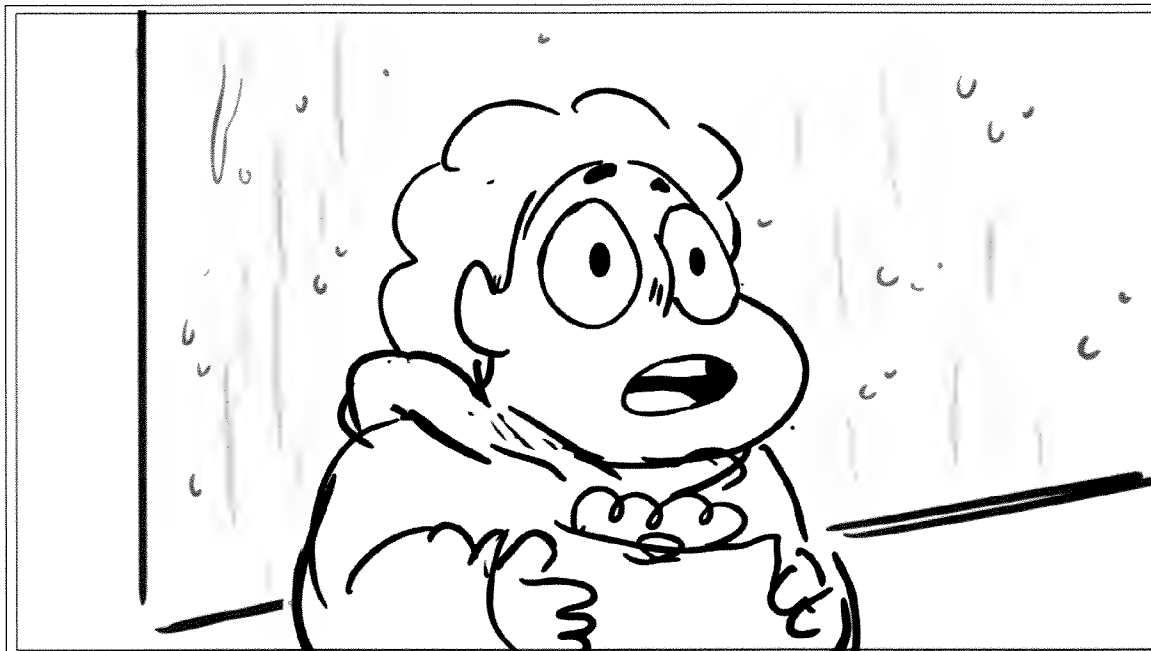
Dialogue
STEVEN: *chewin*

Action Notes
Rain falls outside.

Slugging
1.09

AUG 06 2012

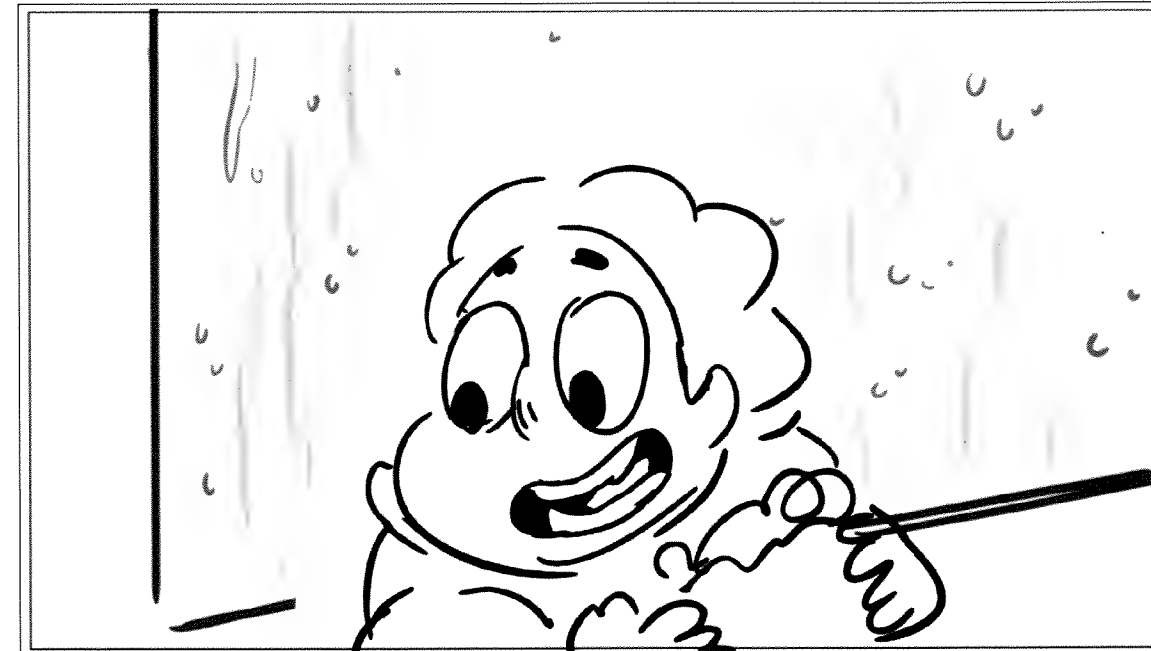
Scene	Panel
167	<i>CONT</i>



Dialogue
STEVEN: Woahhh... this dub is really good.

Slugging
6.01

Scene	Panel
167	<i>CONT</i>



Dialogue
STEVEN: What do you think Pearl?

Action Notes
Steven turns to talk to Pearl on the ground next to him.

Slugging
1.15

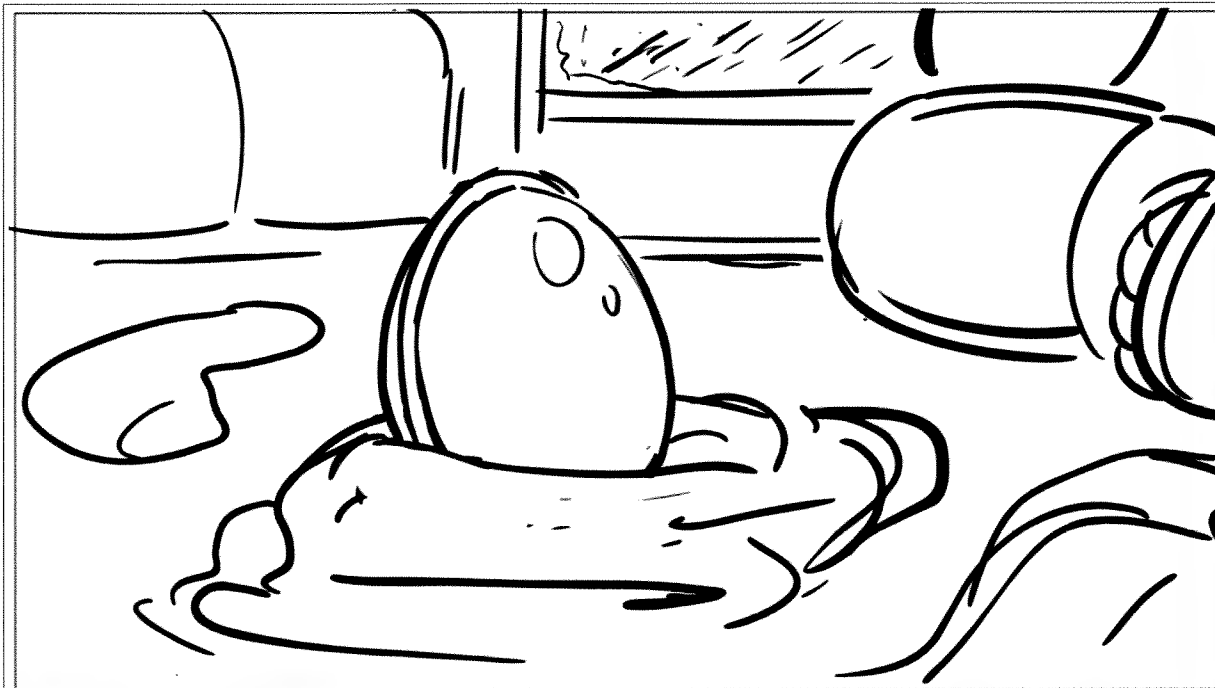
AUG 06 2013

1020-013

1020-013

1020-013

Scene 168 Panel 1



Dialogue

Holo-Pearl (os): Parry!

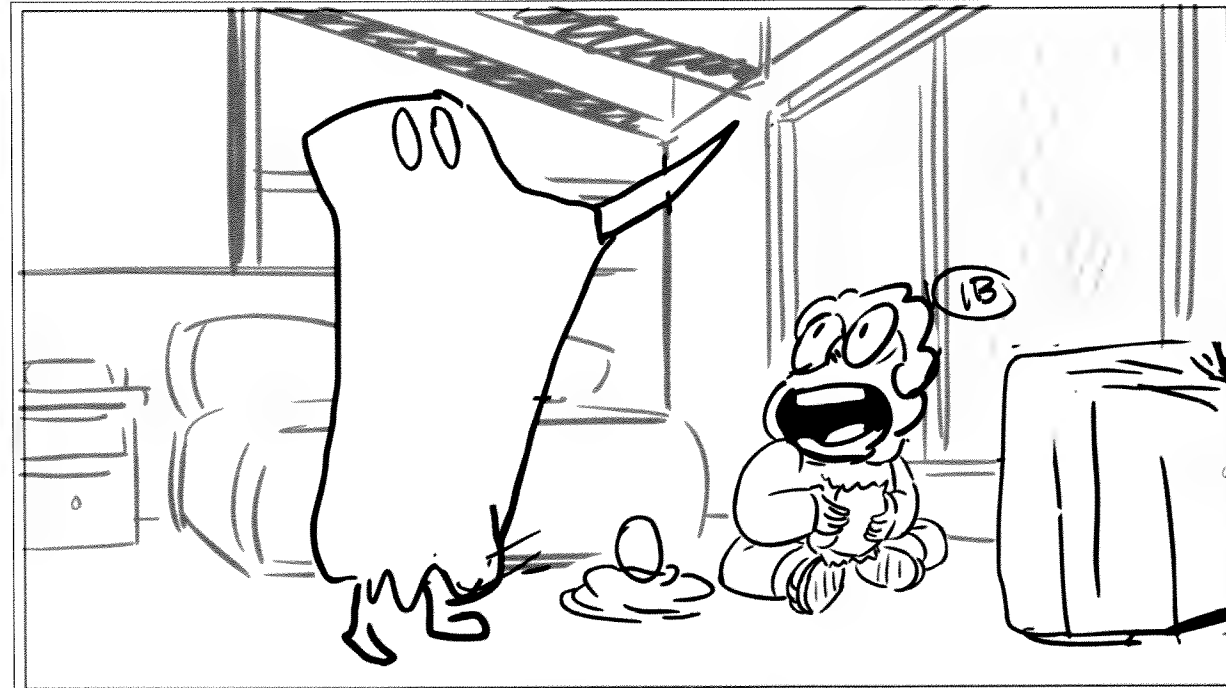
Action Notes

silence for a beat.
then offscreen we hear Holo-Pearl.

Slugging

2.02

Scene 169 Panel 1



Dialogue

STEVEN: Yah!!

Action Notes

Rain falls outside.
Holo-Pearl's sword is sticking out through sheet.

Slugging

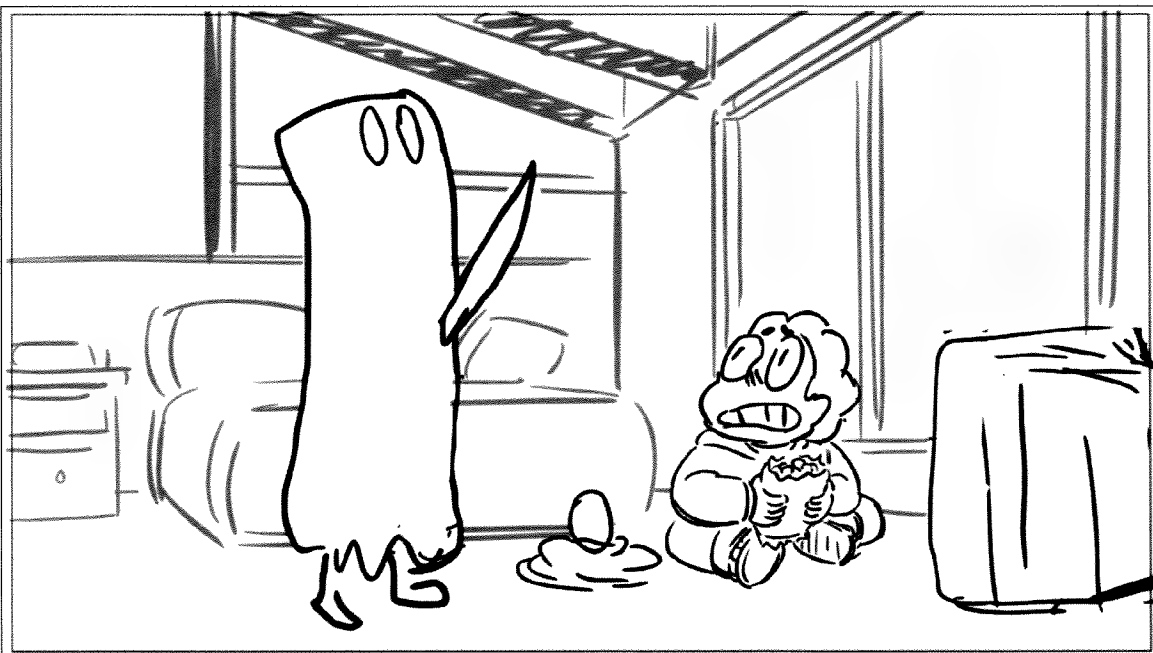
0.07



AUG 06 2013

1020.013

Scene 169 Panel 2
cont



Action Notes

Holo-Pearl returns sword to idle position.

Slugging

1.02

Scene 169 Panel 3
cont



Dialogue

STEVEN: UGHH!

Action Notes

Steven grits his teeth.

Slugging

1.03

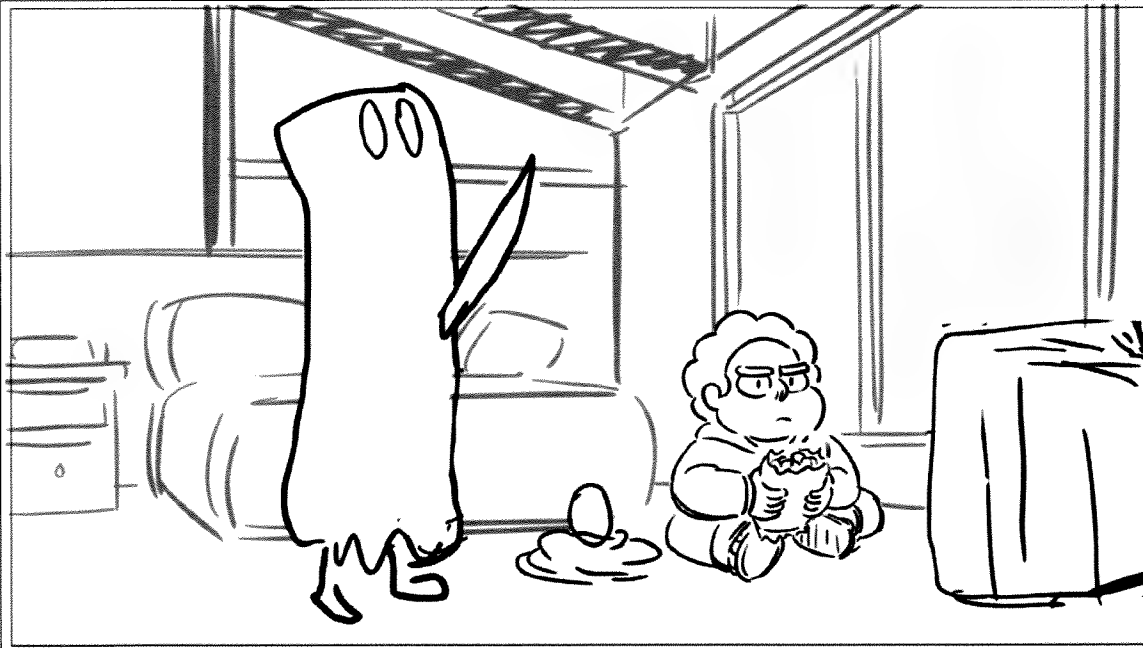
AUG 06 2013

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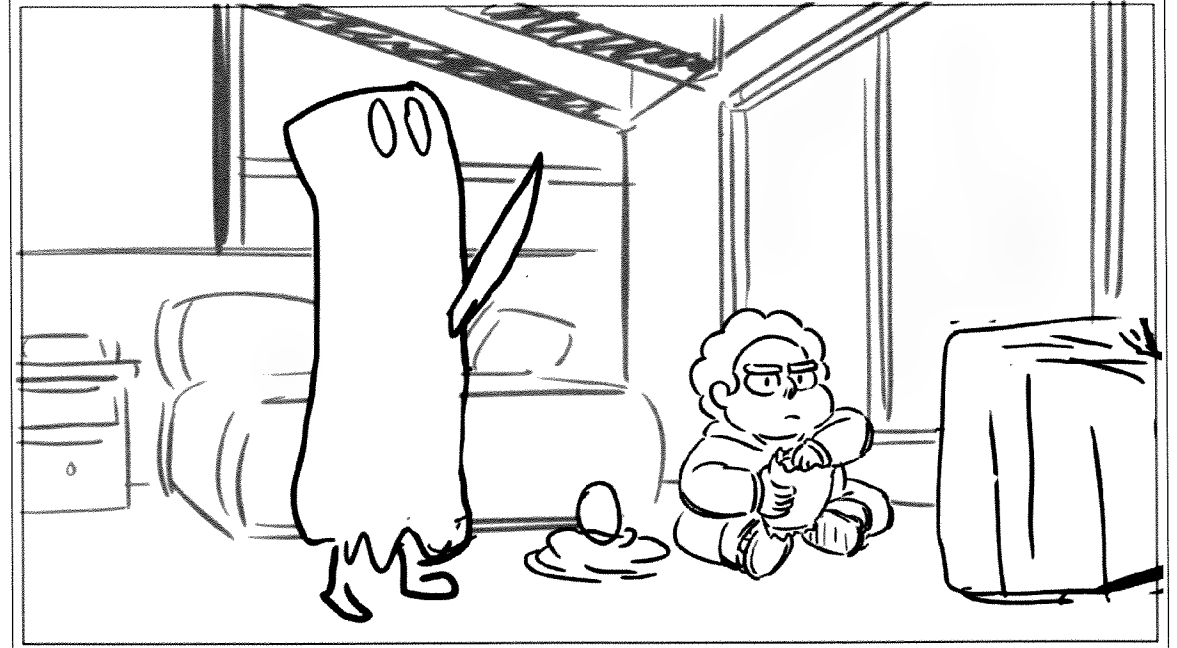
1020.013

Scene 169 Panel 4
cont



Slugging
0.08

Scene 169 Panel 5
cont



Slugging
Panels 5 + 6 = 1.13

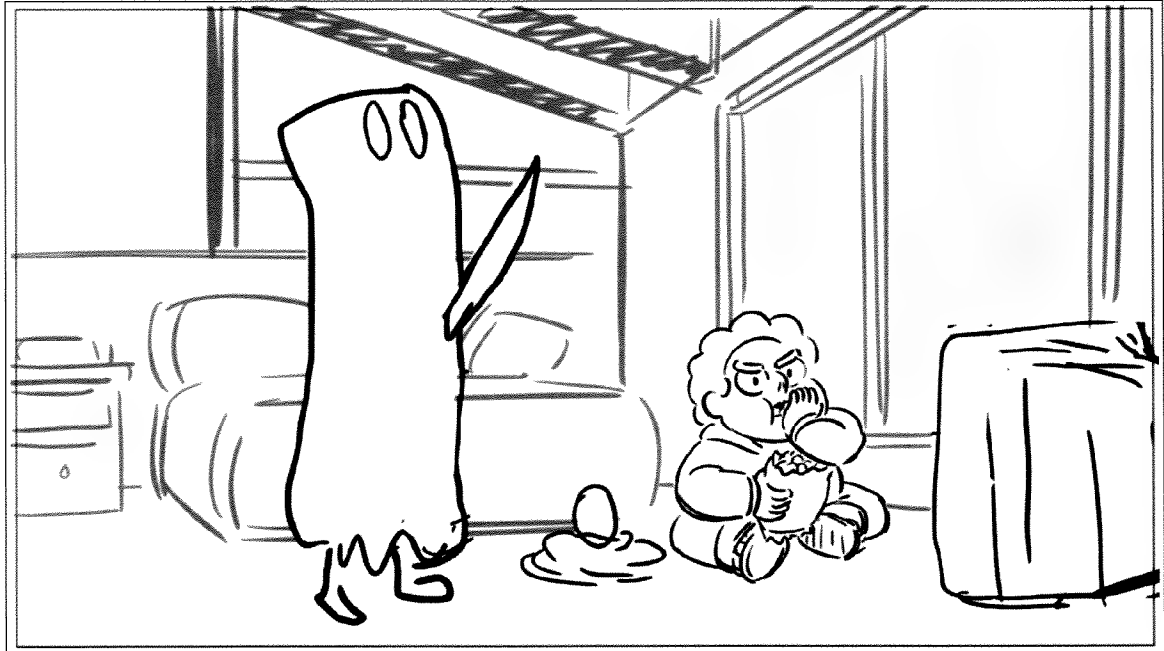
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1020.013

1020.013

1020.013

Scene	Panel
169	6



Dialogue
TV (Lonely Blade's Brother): "It's so nice to see you..."

Action Notes
Steven angrily eats more popcorn.

Scene	Panel
170	1



Dialogue
Lonely Blade Brother: "Brother!!"

Action Notes
Rain falling.
Hair blowing in wind.

Slugging
0.04

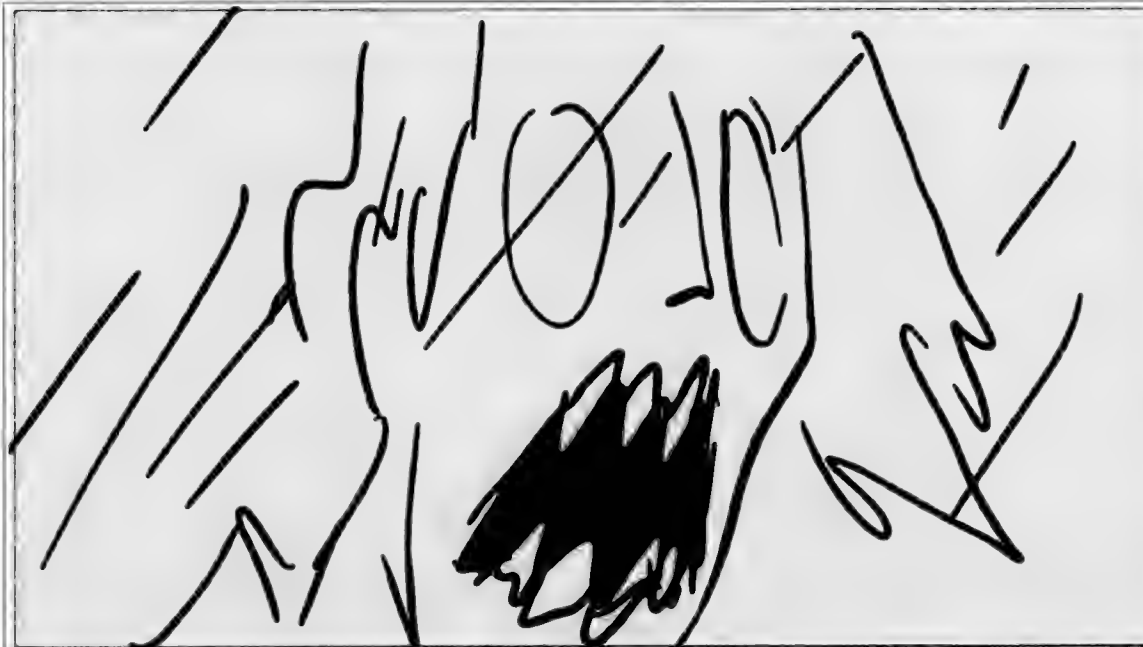
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1020.013

1020.013

Scene	Panel
170	cont 2



Dialogue

Lonely Blade Brother: BROTHER!!

Action Notes

Lonely Blade Brother's mouth morphs into scary monster mouth.

Slugging

1.12

Scene	Panel
171	1



Dialogue

Lonely Blade: Wait just a minute..

Action Notes

Rain falling.

Hair blowing in the wind.

Slugging

2.04

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1020.013

1020.013

Scene 171 Panel 2



Dialogue

Lonely Blade: YOU'RE NOT MY REAL BROTHER!!

Slugging

2.10

Scene 172 Panel 1



Dialogue

Lonely Blade: BOOMERANG...

Action Notes

Rain falling.
Hair blowing in wind.

Slugging

1.09

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1020.013

1020.013

Scene 172 Panel 2



Action Notes

Lonely Blade draws both swords at once.

Slugging

0.04

Scene 172 Panel 3



Dialogue

Lonely Blade: BLADE!!

Slugging

1.10

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Scene	Panel
172	cont
	4



Action Notes
Lightning flashes.

Slugging
1.06

Scene	Panel
173	1



Dialogue
LONELY BLADE: "WALLA WALLA WALLA, COME ON YOU IMPOSTER, PREPARE TO BATTLE!"

Action Notes
Steven chewing angrily.

Slugging
3.10

AUG 06 2013

Scene 174 Panel 1



Dialogue

SFX: *sword clatter*

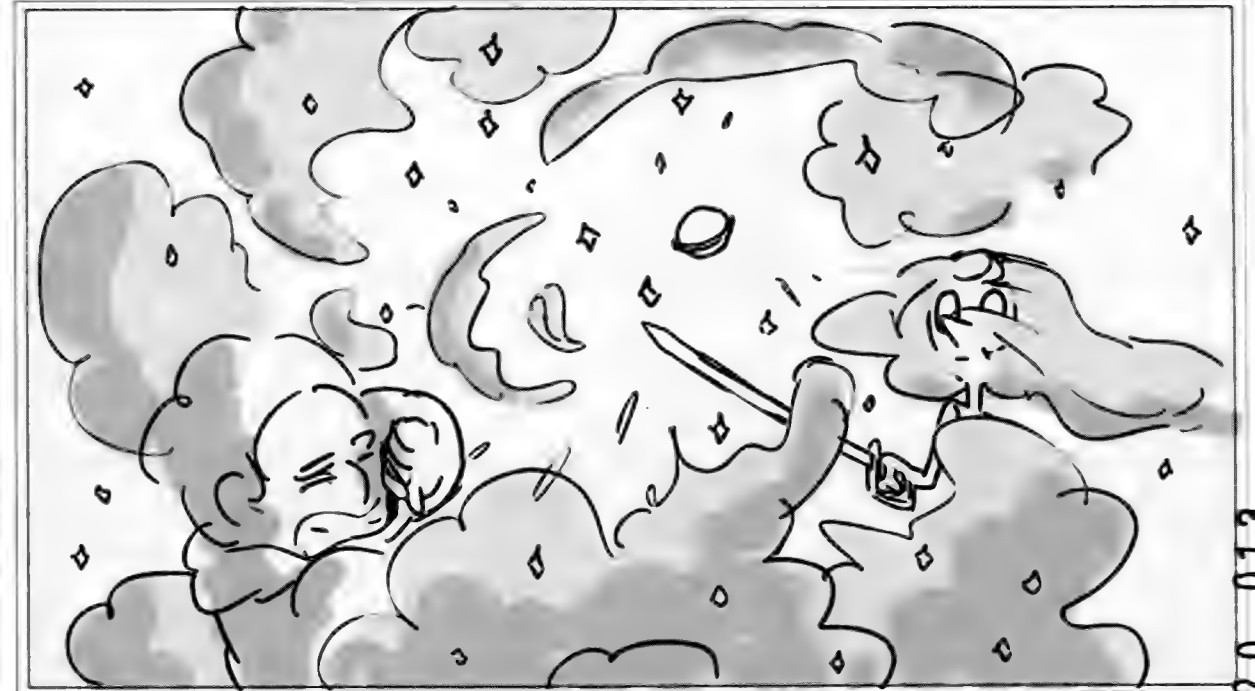
Action Notes

Flashback to shots from earlier in the episode.

Slugging

1.09

Scene 174 Panel 2



Action Notes

Flashback to shots from earlier in the episode.

Slugging

0.10

AUG 06 2013

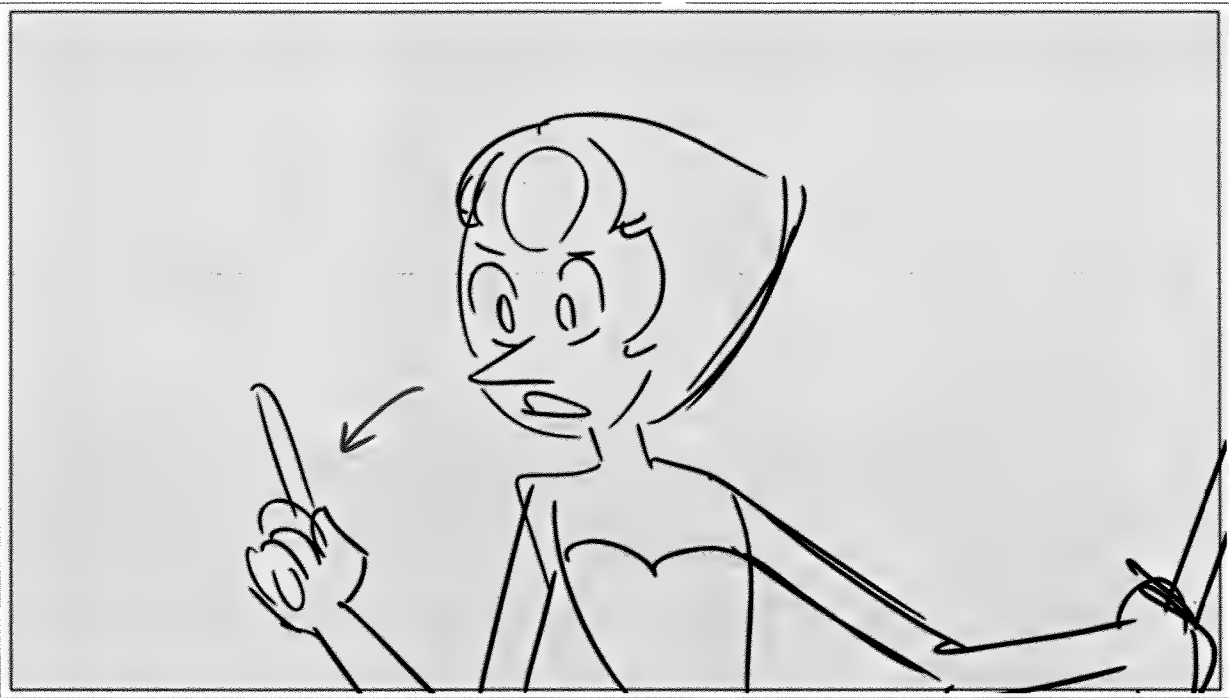
1020.013

1020.013

1020.013



Scene	Panel
174	B 3



Dialogue
PEARL: Its about waiting carefully for that perfect moment to...

Action Notes
Flashback to shots from earlier in the episode.

Slugging
4.08

Scene	Panel
175	1



Dialogue
STEVEN: Rrghh....

Action Notes
Steven strains, his eyes shut tight.

Slugging
1.08

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1020.013

Scene	Panel
175	2



Dialogue

SFX: *SMASH!!*

HP: Thrust!

Action Notes

Sword enters from West and stabs into TV offscreen, sending sparks and glass bits flying into the frame.

Steven is startled and opens his eyes.

Slugging

0.10

Scene	Panel
176	1



Slugging

0.04

Notes

Need H.U. Steven to previous scene.

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1020.013

1020.013

Scene	Panel
176	<i>cont</i>



Dialogue
STEVEN: Gahh!! The TV!

Action Notes
Steven stands up horrified.

Slugging
2.12

Scene	Panel
177	1



Slugging
0.06

Notes
Need H.U. Steven's arms to previous scene. Arms out wide.

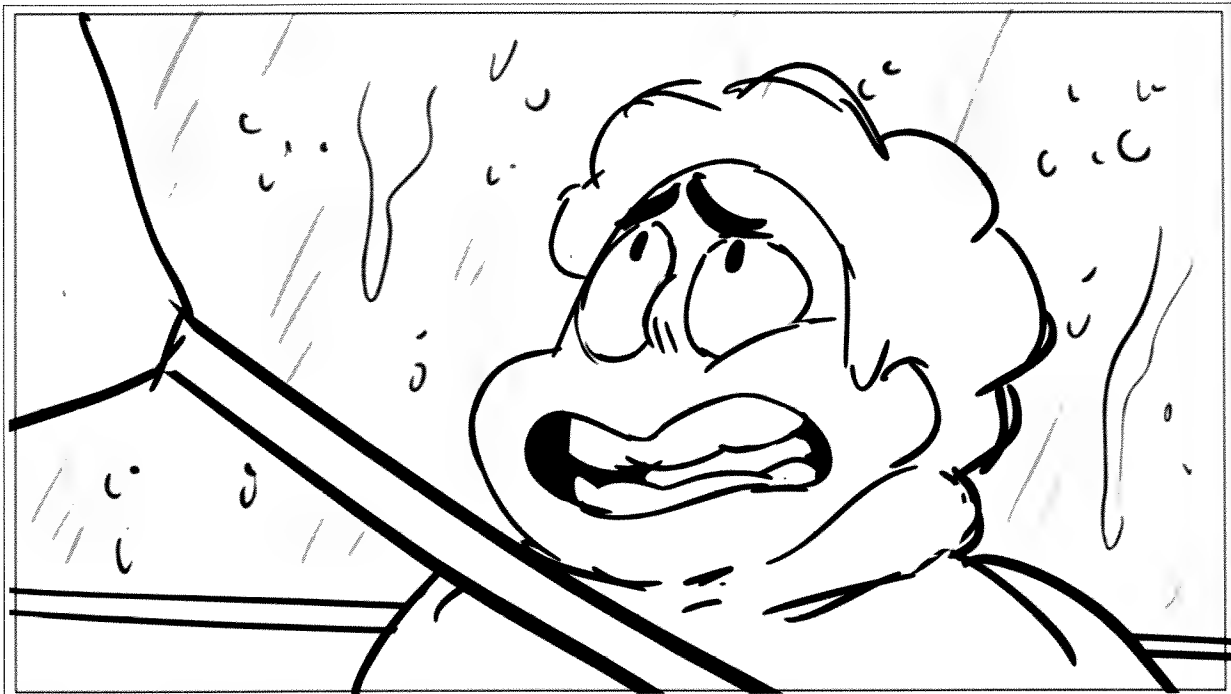
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1020.013

1020.013

1020.013

Scene 177 Panel 2



Dialogue

STEVEN: Why must you destroy the things I love?!

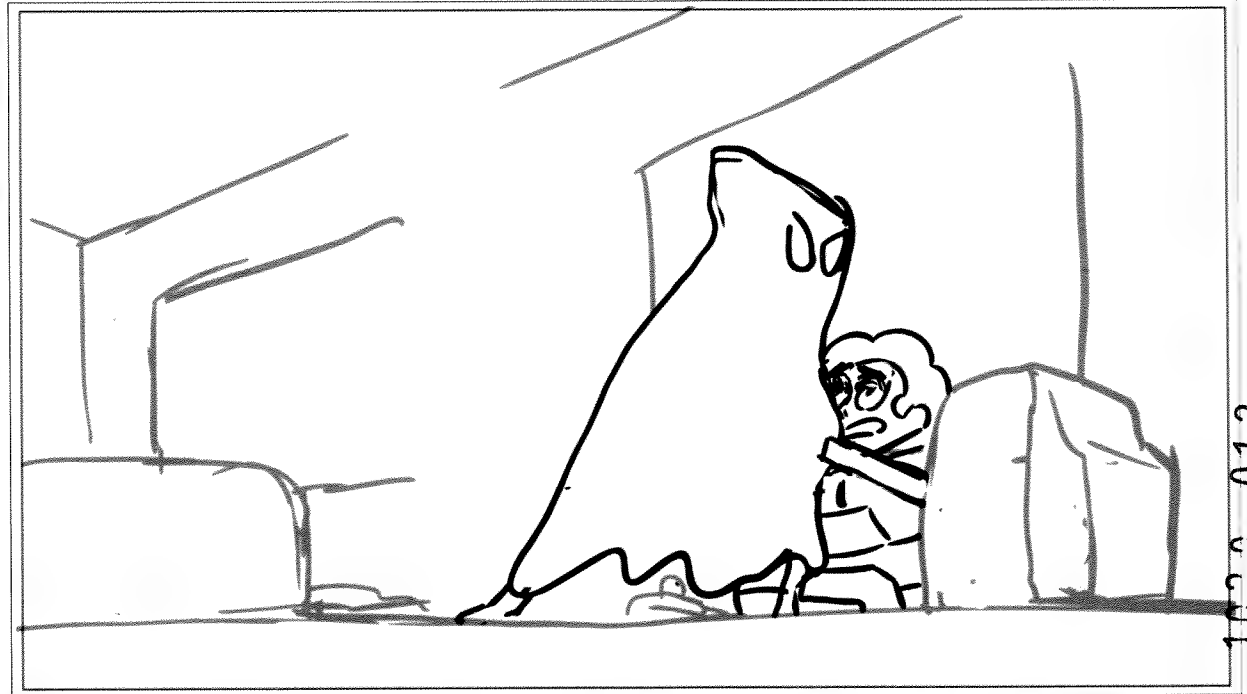
Action Notes

Steven looks up at Holo-Pearl.

Slugging

3.07

Scene 178 Panel 1



Dialogue

HP: Challenger...

Slugging

0.14

Notes

Need H.U. Steven to previous scene - sad face.

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Scene 178 Panel 2



Dialogue

HP: ...defeated. Continue?

Action Notes

Holo-Pearl steps back.

Slugging

2.12

Scene 179 Panel 1



Dialogue

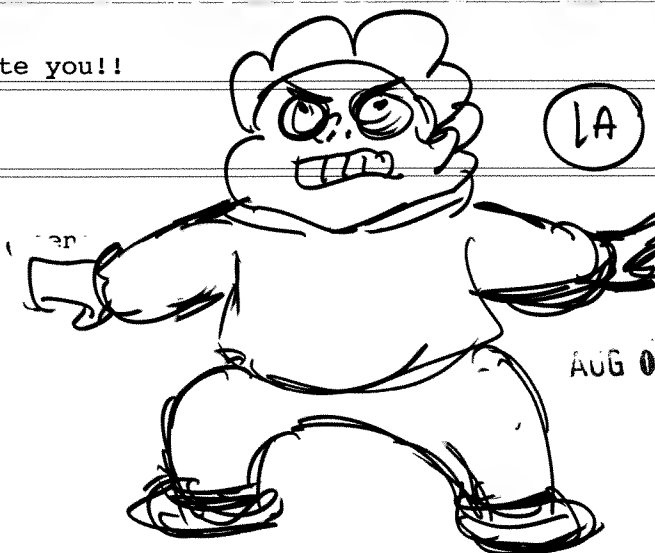
STEVEN: I hate you I hate you!!

Slugging

3.04

Notes

H.U. Steven to previous, per



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1020.013

1020.013

Scene	Panel
179	CONT 2

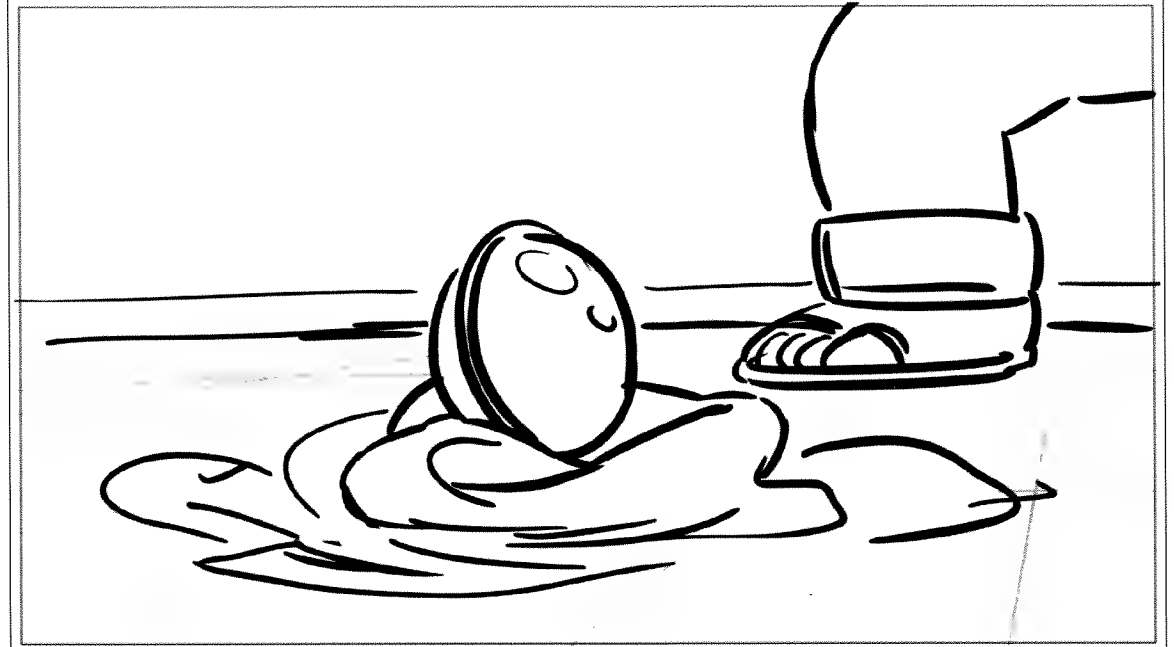


Dialogue
STEVEN: You're nothing like Pearl!

Action Notes
Tears appear in Steven's eyes.

Slugging
2.10

Scene	Panel
180	1



Dialogue
STEVEN: Pearl is smart and she always wants to protect me from danger.

Slugging
5.09

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1020.013

1020.013

1020.013

1020.013

Scene	181	Panel	1
			
Dialogue			
STEVEN: All YOU wanna do is...			
Slugging			
1.12			

Scene	181	Panel	2
			
Dialogue			
STEVEN: FIGHT ME!			
Action Notes			
A little bit of tear flies off as Steven yells.			
Slugging			
1.10			

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1020.013

Scene	Panel
182	1



Slugging
0.04

Scene	Panel
182	2



Dialogue
HP: Challenge Accepted.

Slugging
2.06

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Scene	Panel
183	1



Dialogue

STEVEN: Rrghh!

Action Notes

Steven's fists shake.

Slugging

2.01

Notes

H/U STEVEN to previous.



Scene	Panel
184	1



Dialogue

STEVEN: Alright....

Slugging

0.07

Notes

H.U. Steven to previous scene.

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1020.013

1020.013

1020.013

Scene 184 Panel 2
cont



Action Notes
Steven antics back.

Slugging
0.06

Scene 184 Panel 3
cont



Slugging
0.06

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1020.013

1020.013

1020.013

Scene	Panel
184	cont 4



Dialogue

STEVEN: ...fine!

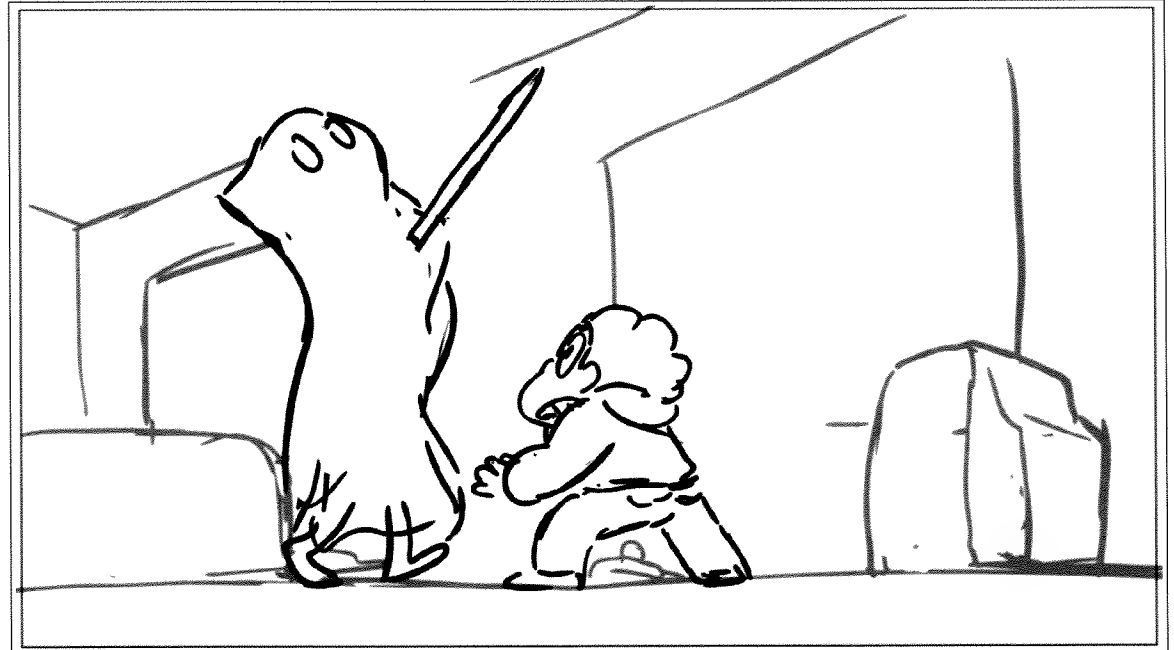
Action Notes

Steven pushes Holo-Pearl

Slugging

0.10

Scene	Panel
184	cont 5



Action Notes

Holo-Pearl wobbles as it takes a few quick steps backwards.

Slugging

0.12

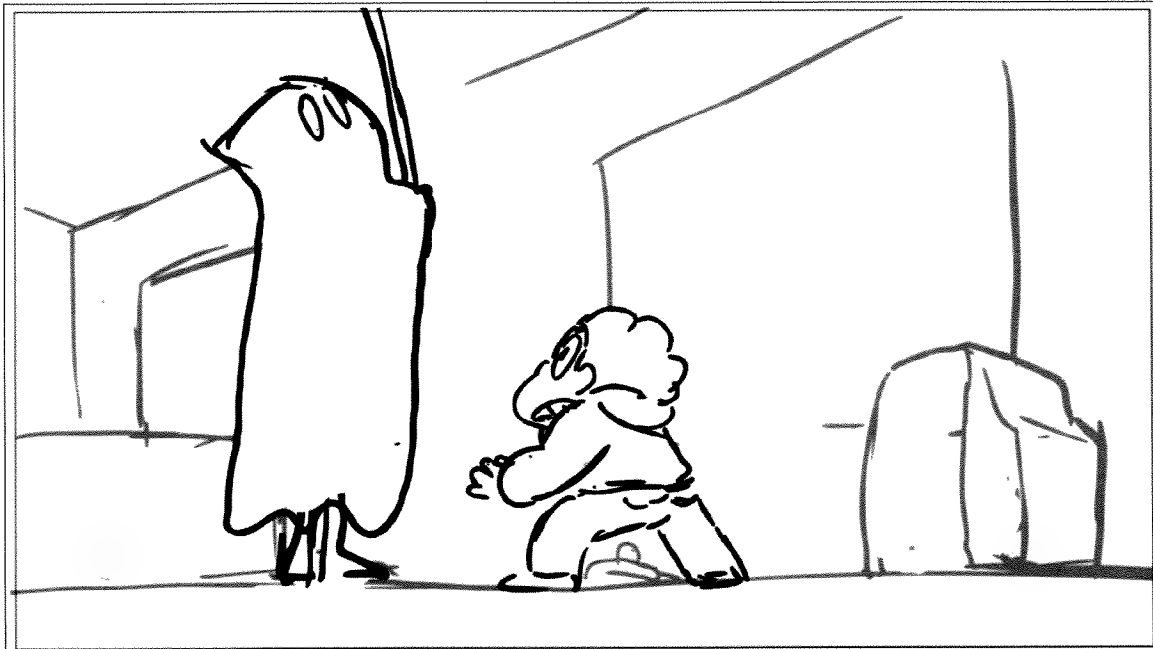
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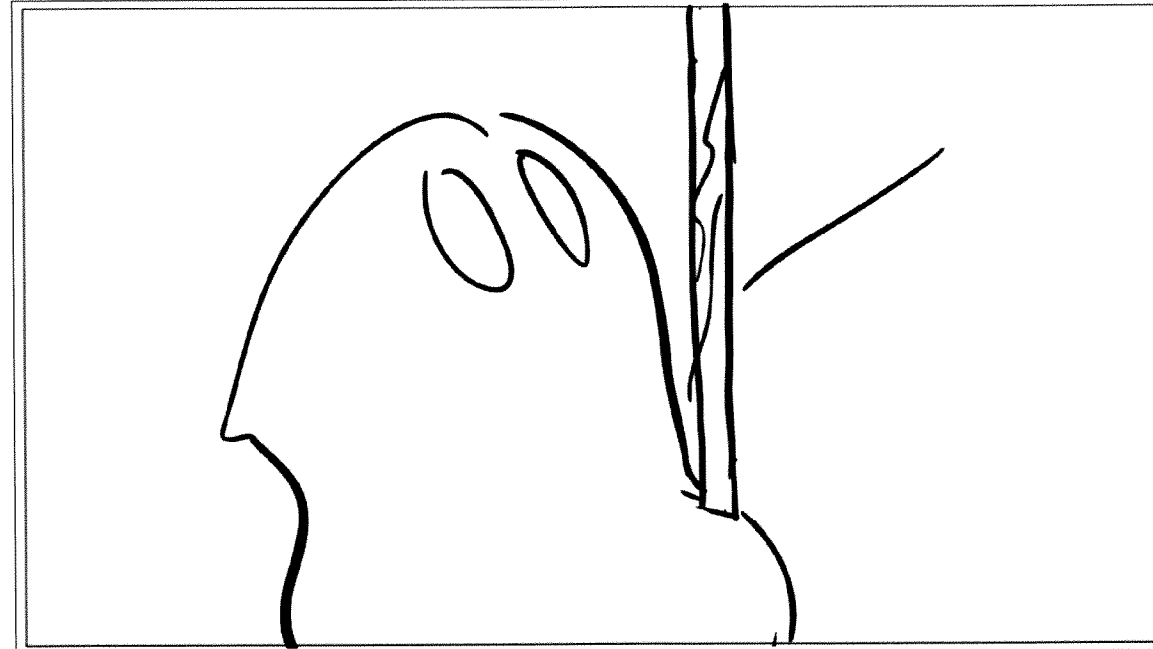
Scene	Panel
184	CONT 6



Action Notes
Holo-Pearl steadys itself.

Slugging
1.02

Scene	Panel
185	1



Dialogue
HP: Basic Attack Mode Initiated.

Slugging
3.12

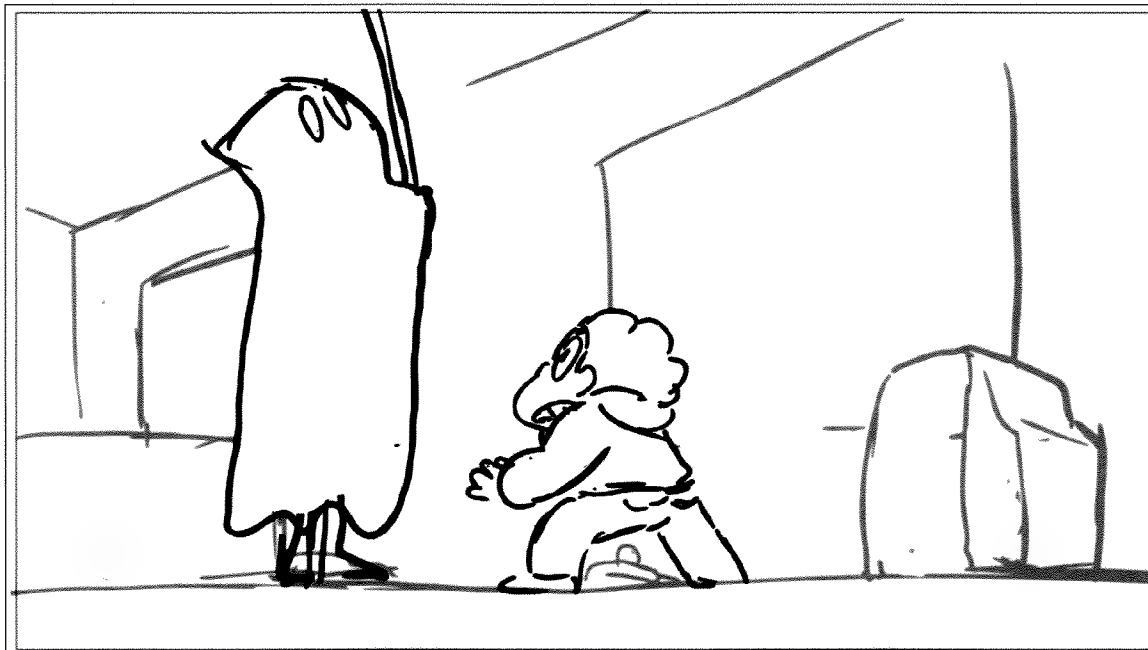
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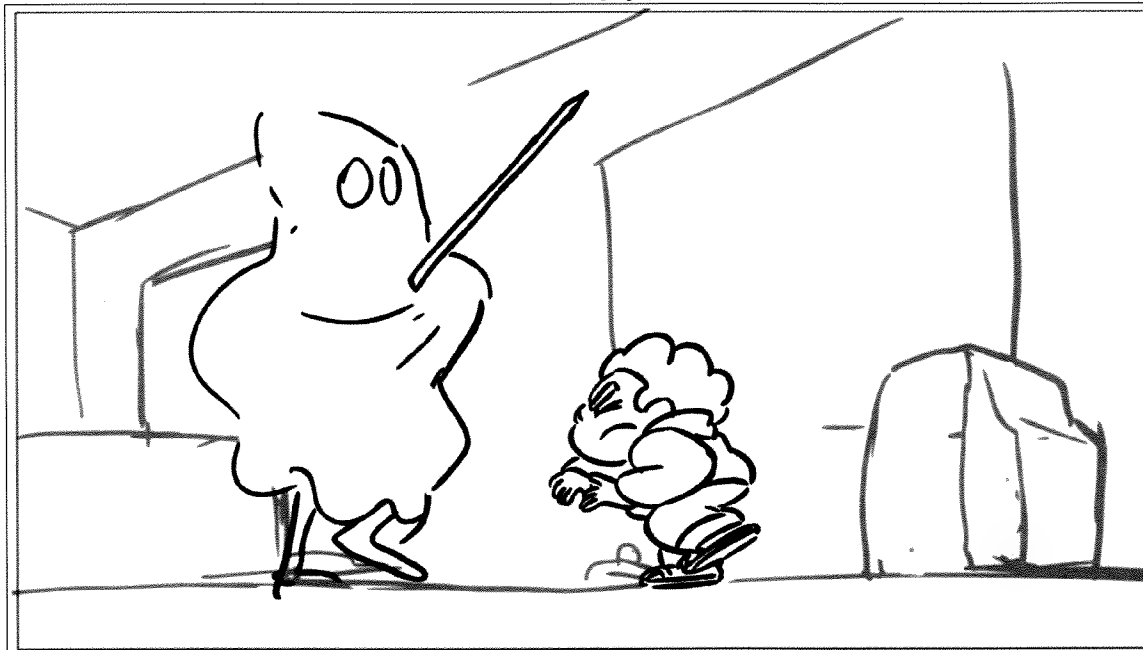
1020.013

Scene	Panel
186	1



Slugging
0.08

Scene	Panel
186	2



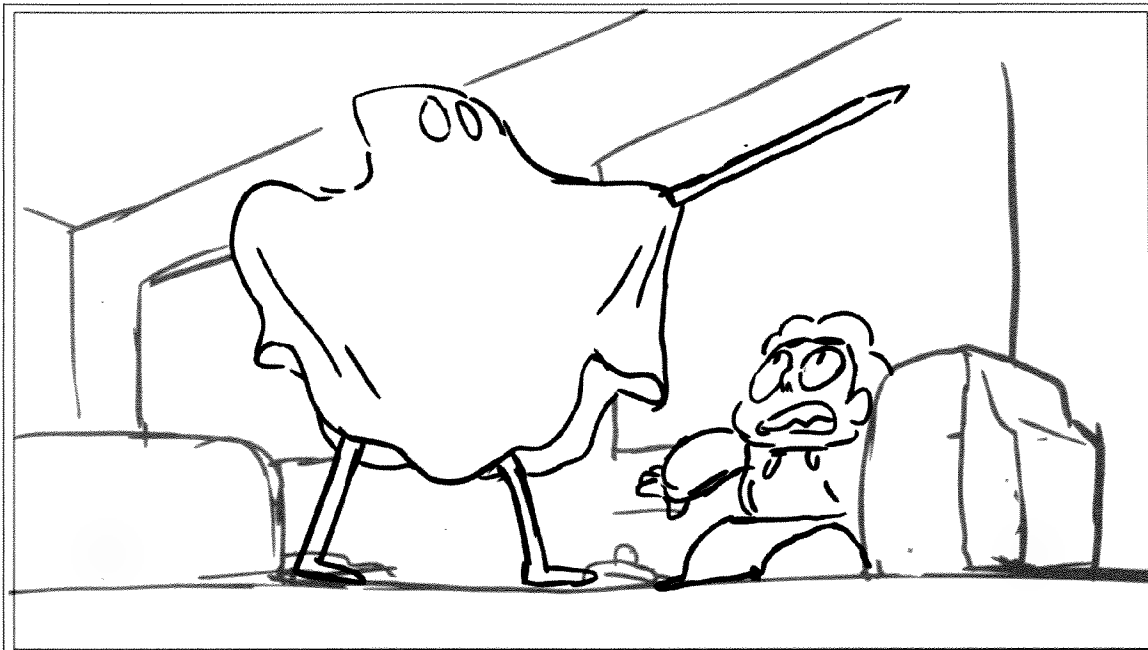
Slugging
0.04

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Scene	Panel	
186	cont	3



Dialogue

HP: Parry,

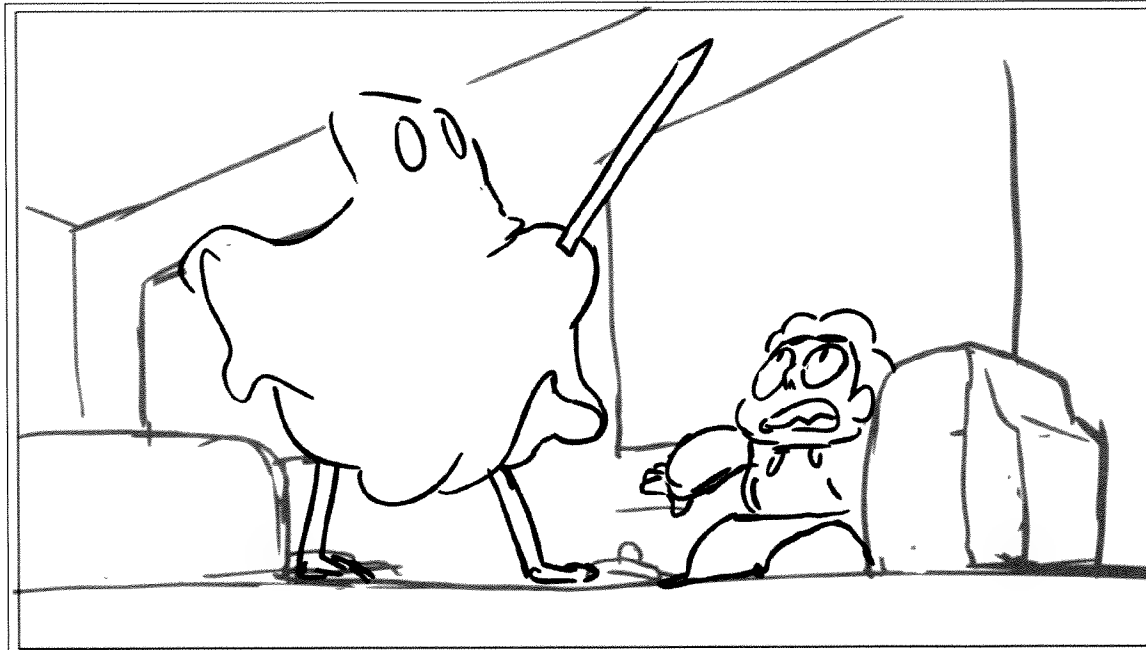
Action Notes

Steven steps back to avoid Holo-Pearl.
Holo-Pearl strikes a pose and holds briefly.

Slugging

1.00

Scene	Panel	
186	cont	4



Dialogue

HP: parry,

Action Notes

Holo-Pearl strikes pose and holds briefly.

Slugging

0.12


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1020.013

Scene	187	Panel	1
			
<p>Slugging</p> <p>0.04</p>			
<p>Notes</p> <p>H.U. Steven's right arm to previous scene. Wider out.</p>			

Scene	187	Panel	2
			
<p>Dialogue</p> <p>HP: Thrust</p>			
<p>Action Notes</p> <p>Steven ducks out of the way of sword which thrusts into frame from West.</p>			
<p>Slugging</p> <p>1.01</p>			
<p>AUG 06 2012</p>			

Scene 188 Panel 1

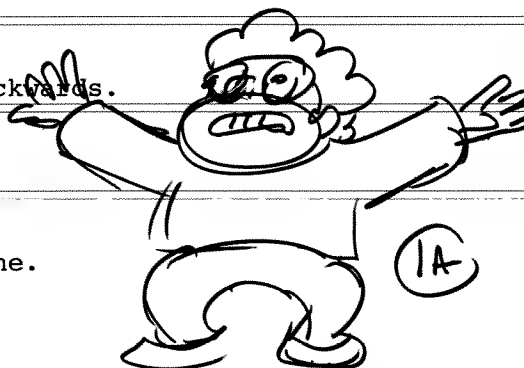


Dialogue
HP (os): Parry, parry, thrust.

Action Notes
Cut on Steven in the middle of stepping backwards.

Slugging
0.04

Notes
-SP- H.U. Steven and sword to previous scene.



Scene 188 Panel 2



Dialogue
STEVEN: Rrrr-

Action Notes
Steven grits his teeth, slight staggering.

Slugging
0.04

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Scene	Panel	
188	cont	3



Dialogue
STEVEN: Stop saying...

Slugging
1.13

Scene	Panel	
188	cont	4



Action Notes
Steven reaches down to grab toys.

Slugging
0.06

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Scene	Panel
188	cont
	5



Dialogue
STEVEN: ...that!!

Action Notes
Steven lifts up a toy.

Slugging
0.06

Scene	Panel
188	cont
	6



Action Notes
Steven throws a toy, it comes towards camera West.

Slugging
0.06

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Scene	Panel
189	1



Action Notes
Toy 1 IN East.

Slugging
0.05

Scene	Panel
189	cont 2



Dialogue
HP: Parry

Action Notes
Holo-Pearl blocks first toy(1) and it bounces off the sword upwards before falling down.

Slugging
1.00

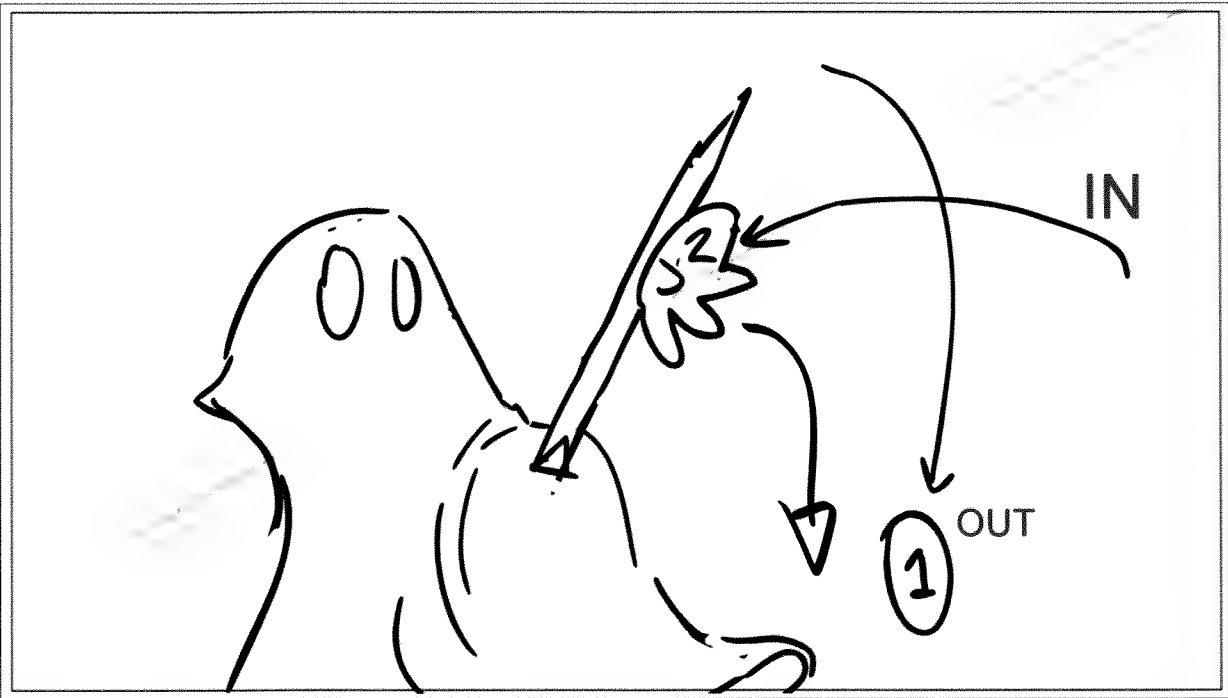
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Scene 189 Panel 3
CONT



Dialogue

HP: Parry

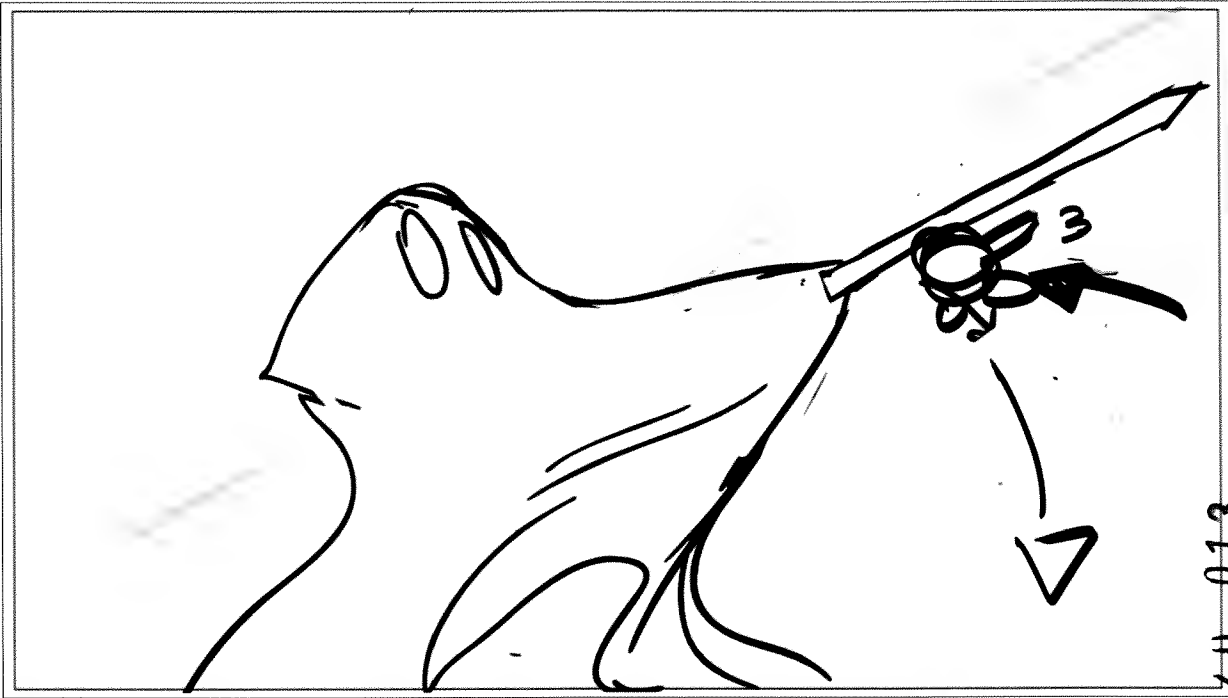
Action Notes

Holo-Pearl blocks second toy(2) and it remains briefly attached to the sword as toy(1) falls out of bottom frame.

Slugging

1.00

Scene 189 Panel 4
CONT



Dialogue

HP: Thrust!

Action Notes

Holo-Pearl thrusts sword forward and toy(2) gets pushed off and falls to SE.

Slugging

0.09

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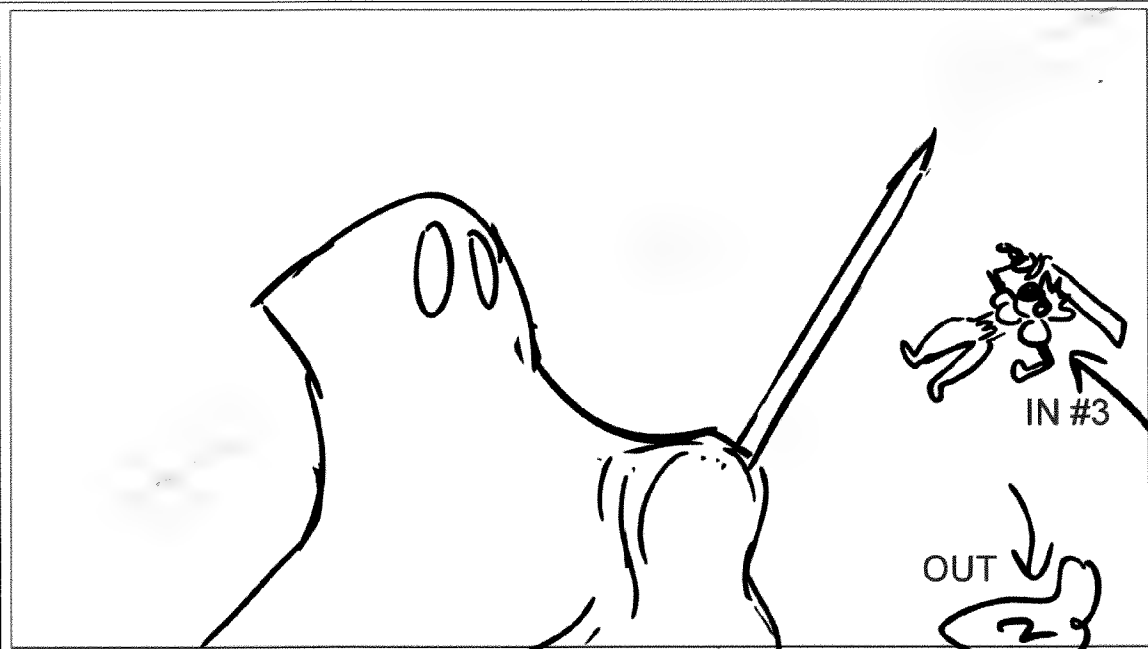
1020.013

1020.013



Scene	Panel
189	5

CONT



Action Notes

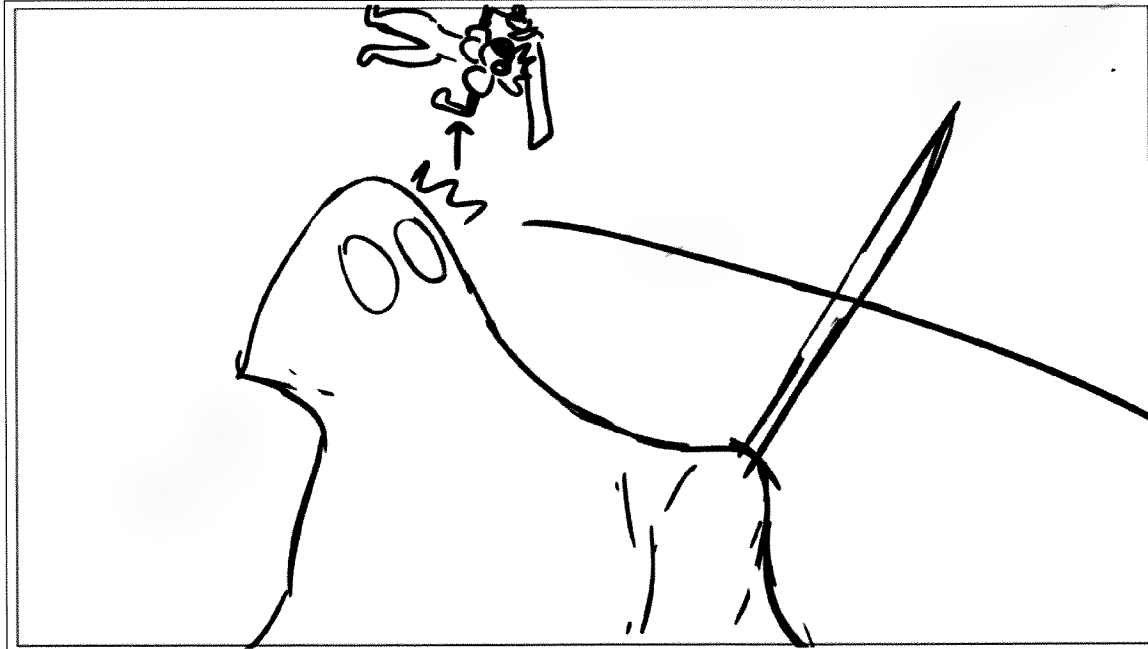
toy(2) leaves bottom frame as toy(3) enters from East.

Slugging

0.08

Scene	Panel
189	6

CONT



Action Notes

toy(3) bounces off of Holo-Pearl's head.

Slugging

0.11

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Scene	Panel
189	7



Action Notes
toy(3) falls down and out South.

Slugging
0.15

Scene	Panel
190	1



Dialogue
STEVEN: *panting*

HP (os): Basic Attack Mode...

Action Notes
Steven pants and sweats from the effort of throwing toys.

Slugging
2.10

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Scene	Panel
190	<i>cont</i> 2

Dialogue

HP (os): ...Defeated.

Slugging

1.01

Scene	Panel
191	1

Dialogue

HP: Now initiating...

Slugging

1.12

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Scene 191 Panel 2
cont



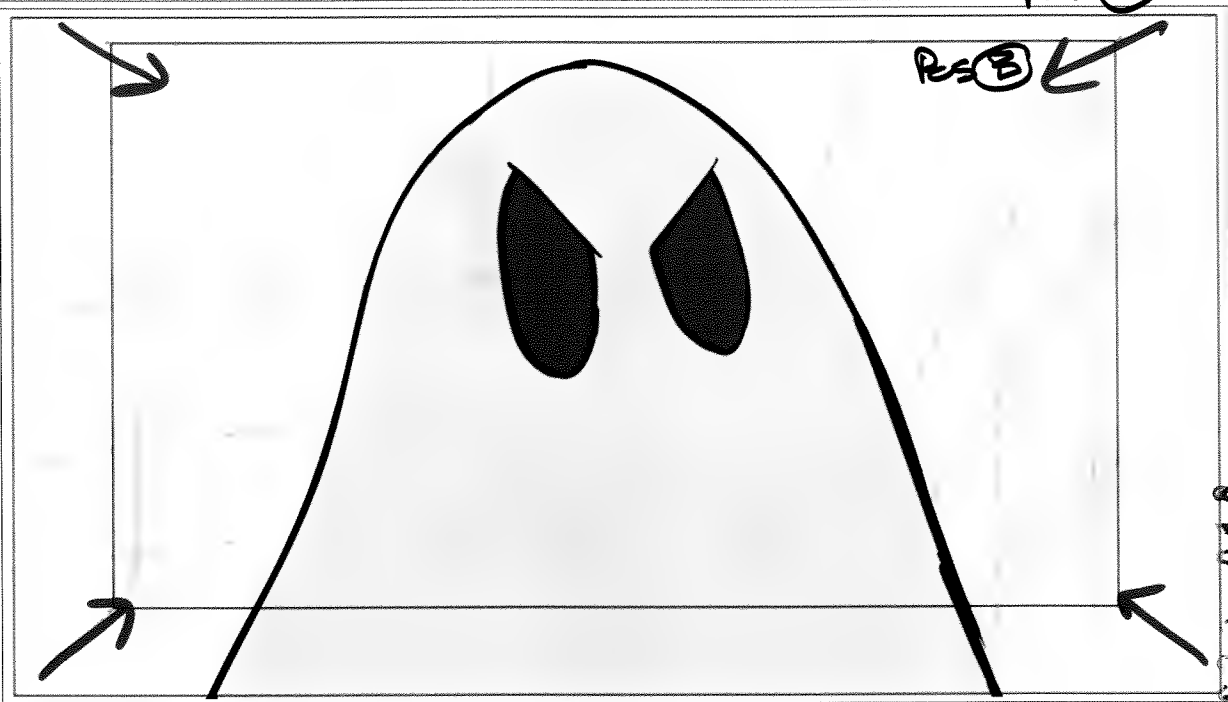
Action Notes
Holo-Pearl's eyes glitch underneath the sheet.

Slugging
0.14

2B

A small, simplified sketch of the character under the sheet, with wavy lines for eyes. It is labeled '2B'.

Scene 191 Panel 3
cont Pos A



Dialogue
HP: Advanced mode.

Action Notes
camera pushes IN.

Slugging
ADJ: 2.05

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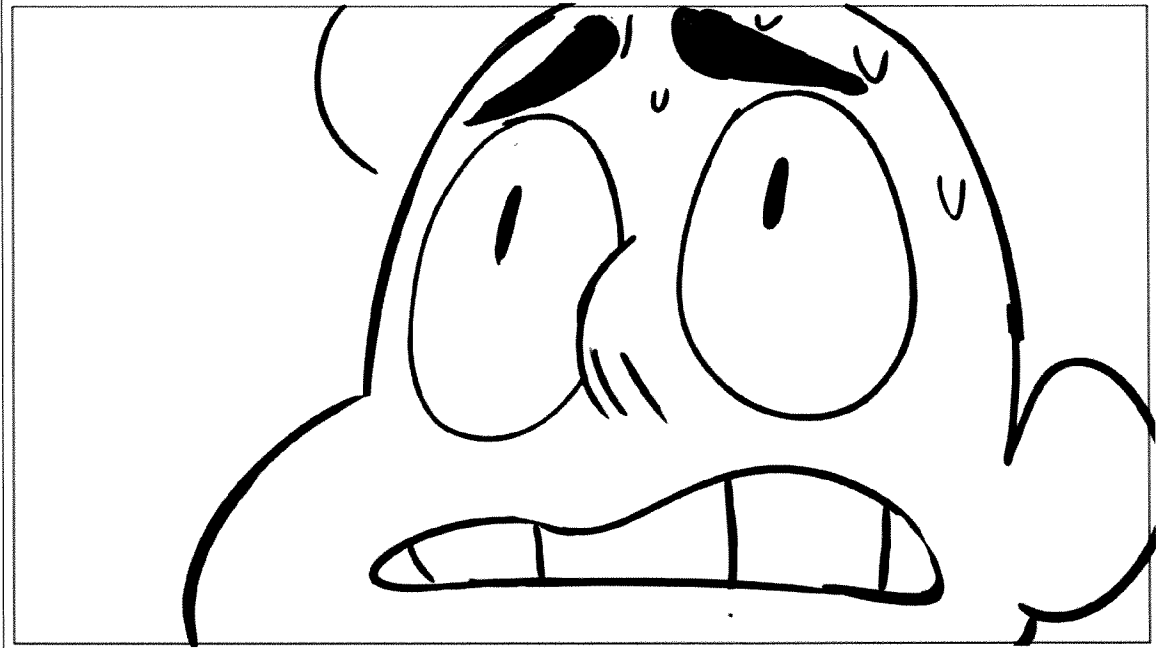
Scene	Panel
192	1



Action Notes
Steven is sweating.

Slugging
0.04

Scene	Panel
192	2



Action Notes
Steven reacts.

Slugging
0.12

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1020.013

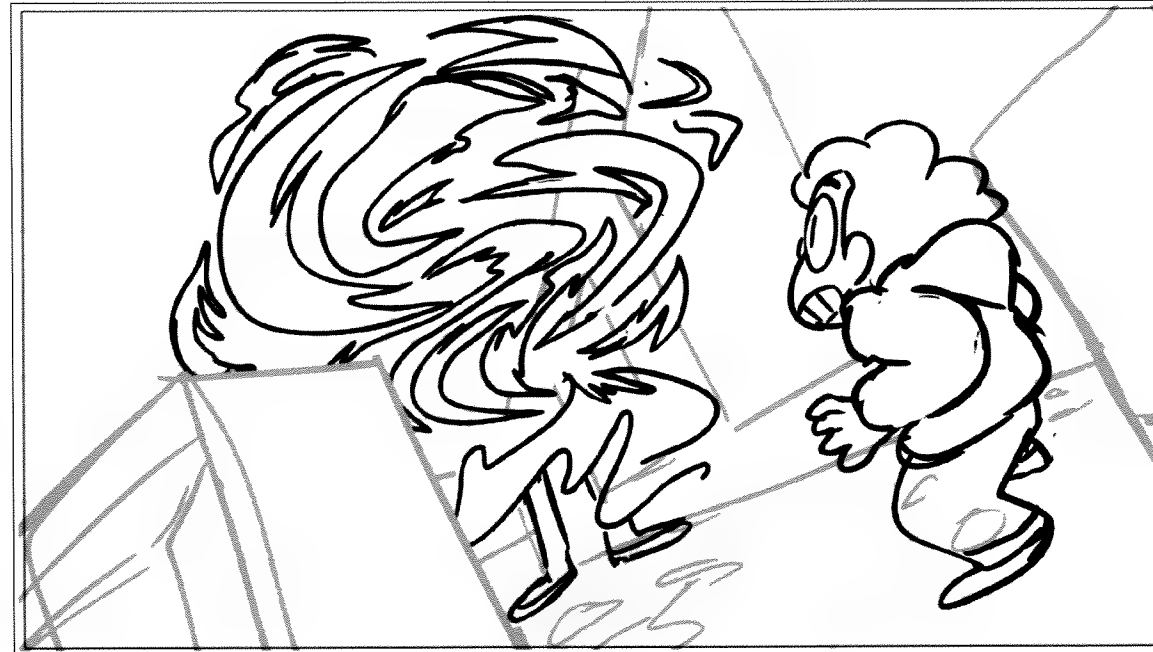
1020.013

Scene	Panel
193	1



Slugging
0.10

Scene	Panel
193	2



Action Notes
Holo-Pearl slices through sheet so fast that it appears as a whirlwind of metallic flashes and shredded bits of fabric.

Slugging
0.04

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1020.013

Scene	Panel
194	1



Action Notes

Cut on action from previous shot: Holo-Pearl slices through sheet so fast that it appears as a whirlwind of metallic flashes and shredded bits of fabric.

Slugging

0.06

Scene	Panel
194	2



Action Notes

Holo-Pearl suddenly stops slicing and shreds of fabric hang in the air.

Slugging

0.05

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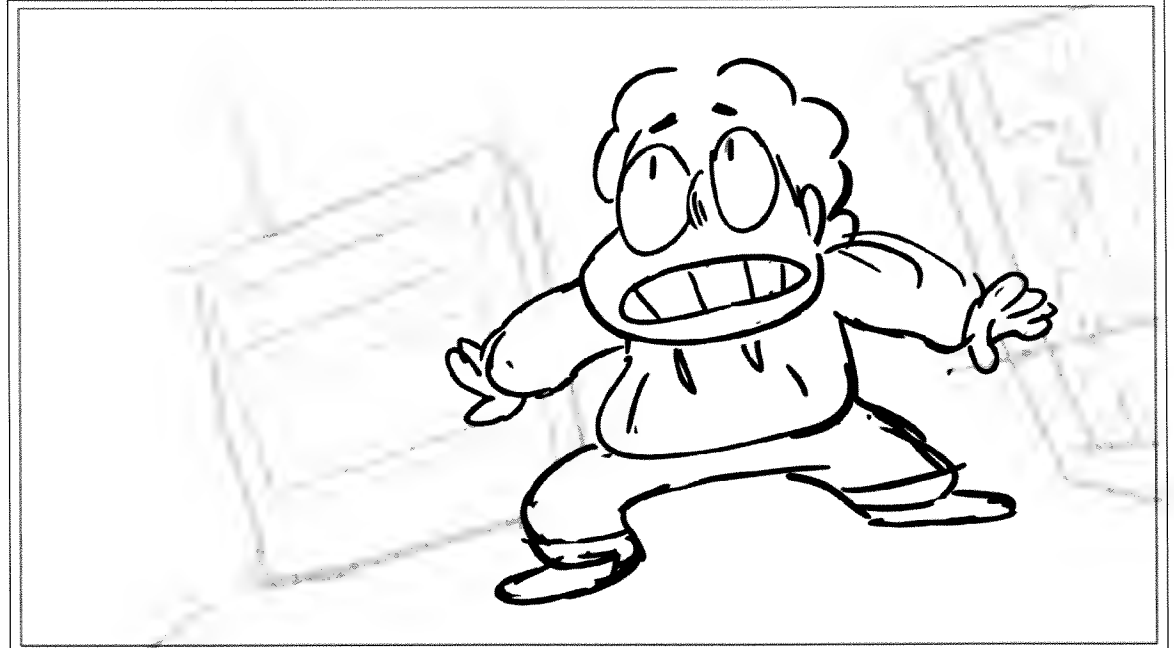
Scene	Panel
194	cont 3



Action Notes
Shreds of fabric gently drift downwards.

Slugging
0.11

Scene	Panel
195	1



Slugging
0.05

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Scene	Panel
195	<i>cont</i> 2



Slugging
0.04

Scene	Panel
195	<i>cont</i> 3



Dialogue
STEVEN: Ahh!

Action Notes
Steven moves out of the way of sword which appears as a jagged effects shape that enters from top of the frame and sends up sparks where it hits the ground.

Slugging
0.06

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Scene	Panel
195	<i>CONT</i>

4



Dialogue

STEVEN: Ahhh!!

Action Notes

Sword leaves up out of frame

Slugging

0.04

Scene

Panel

195

CONT

5



Action Notes

Camera ADJ East with Steven's run.

Slugging

0.04

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1020.013

1020.013

Scene	Panel
195	CONT 6



Dialogue

STEVEN: Ahhh!!

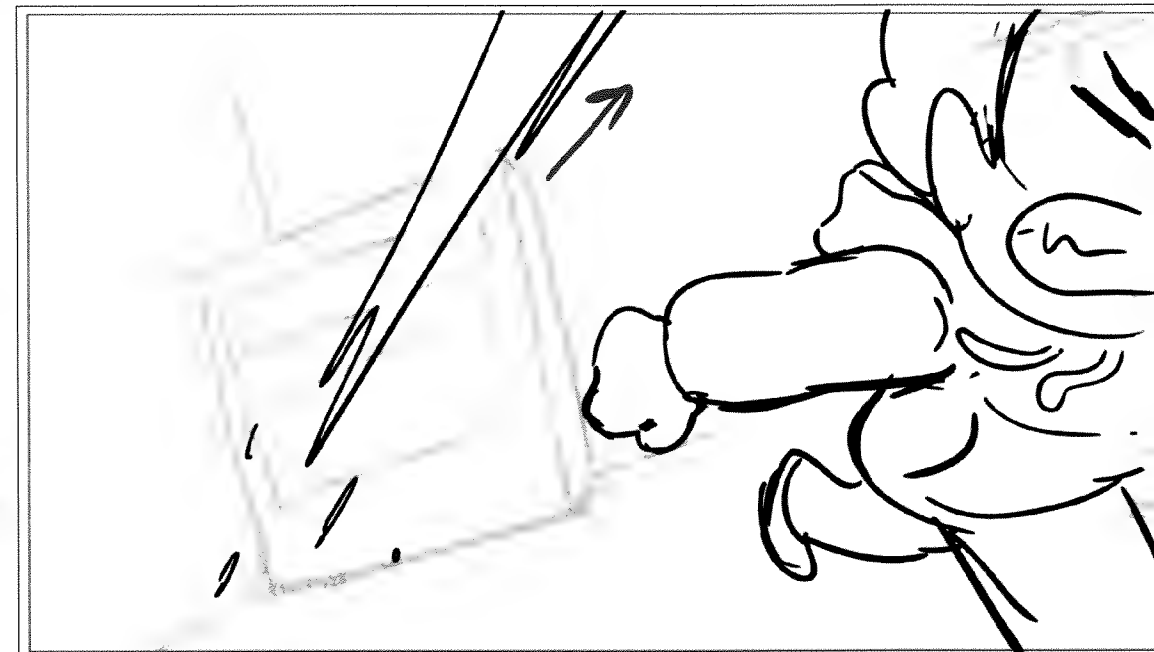
Action Notes

Steven runs East as sword strikes in from top, camera ADJ East to follow Steven's movement.

Slugging

0.06

Scene	Panel
195	CONT 7



Action Notes

Cut as steven reaches frame.

Slugging

0.06

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1020.013

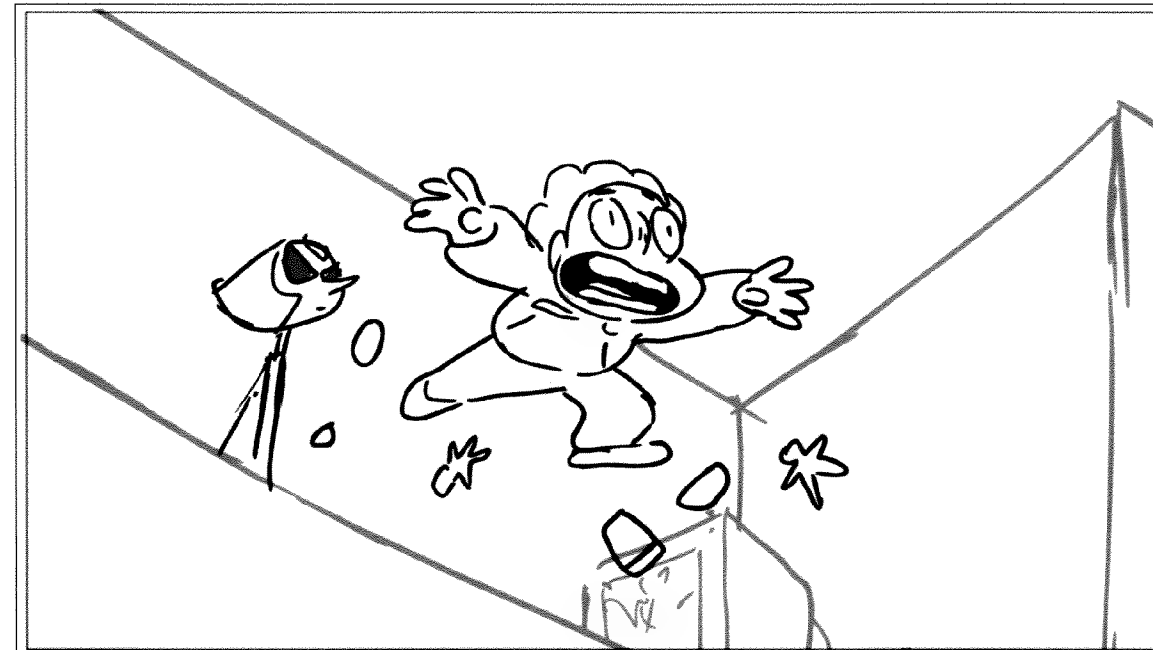
1020.013

Scene	Panel
196	1



Slugging
0.04

Scene	Panel
196	2



Dialogue
STEVEN: AHHHHHHHH!!!

Action Notes
Steven jumps into the air and a burst of toys and random items fly up with him.

Slugging
0.04

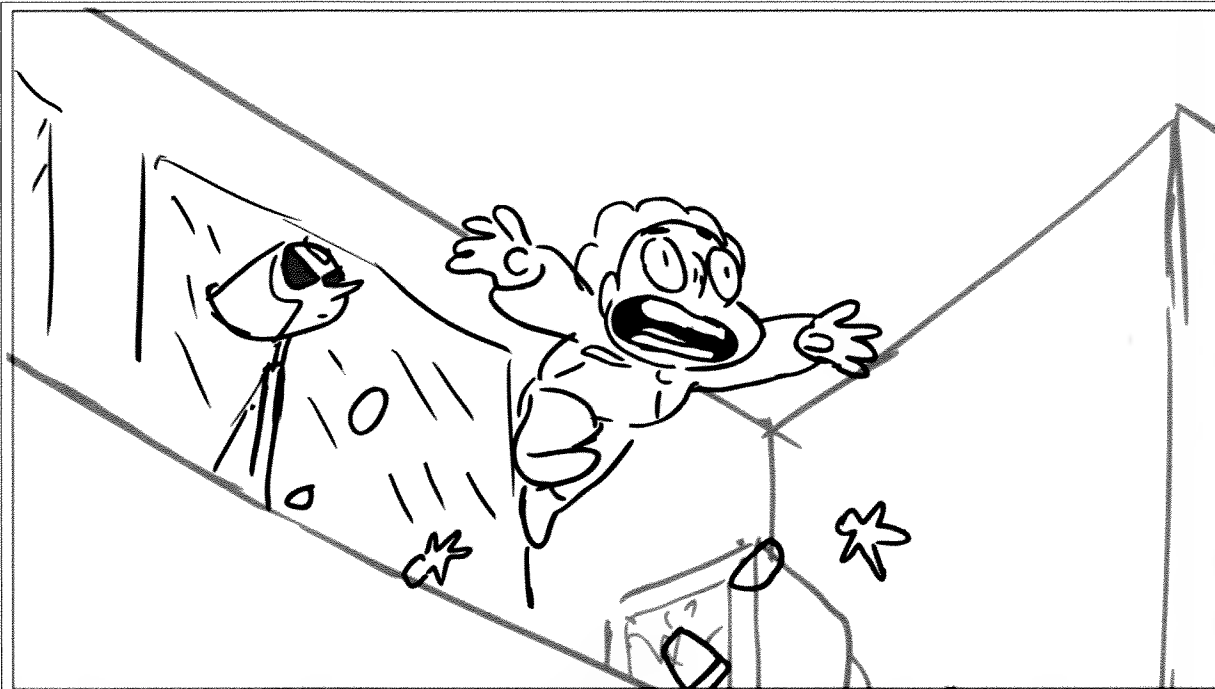
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1020.013

1020.013

Scene	Panel
196	cont 3



Dialogue

STEVEN: AHHHHHHHH!!!

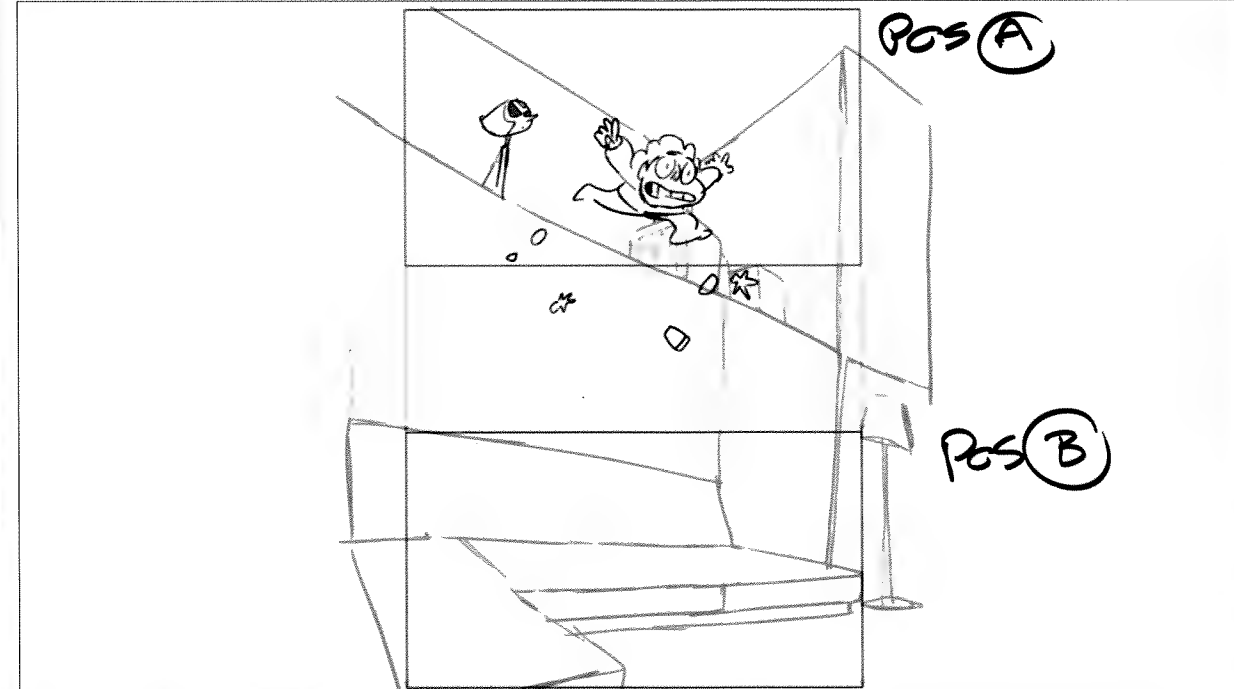
Action Notes

Steven hangs in the air for a moment, kicking his legs.

Slugging

0.04

Scene	Panel
196	cont 4



Action Notes

Camera ADJ South to follow Steven.

Slugging

ADJ: 0.04

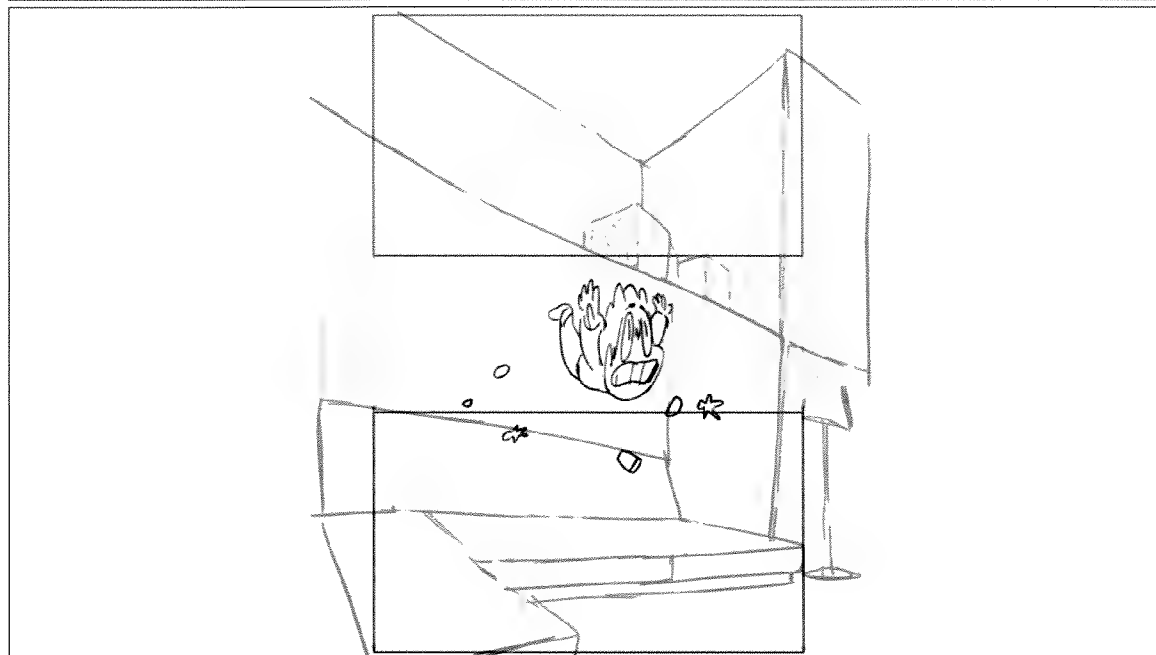
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1020.013

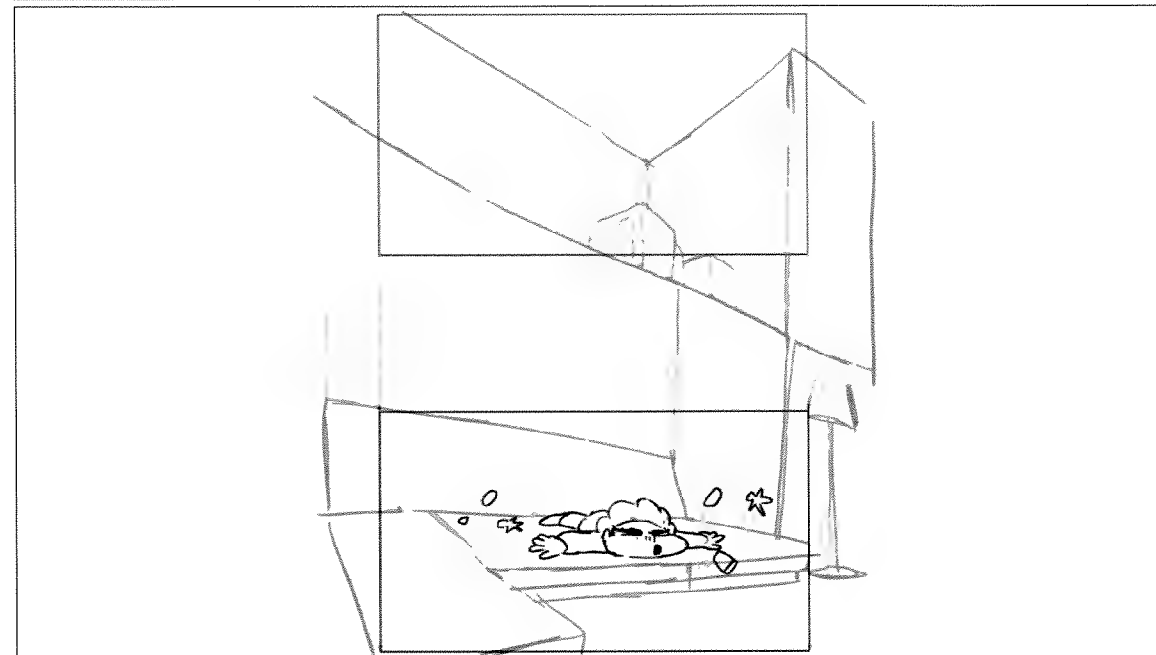
1020.013

Scene 196 Panel 5



Slugging
ADJ: 0.03

Scene 196 Panel 6



Dialogue
STEVEN: Oooff!

Action Notes
Steven lands flat on the couch below, toys and things bounce off couch.

Slugging
ADJ: 0.02
Then HOLD: 0.04

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1020.013

1020.013

1020.013



Scene	Panel
196	CONT 7



Slugging
0.06

Scene	Panel
197	1



Action Notes
Steven's body sinks into the couch creating wrinkles.

Slugging
0.06

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Scene	Panel
197	10NT 2



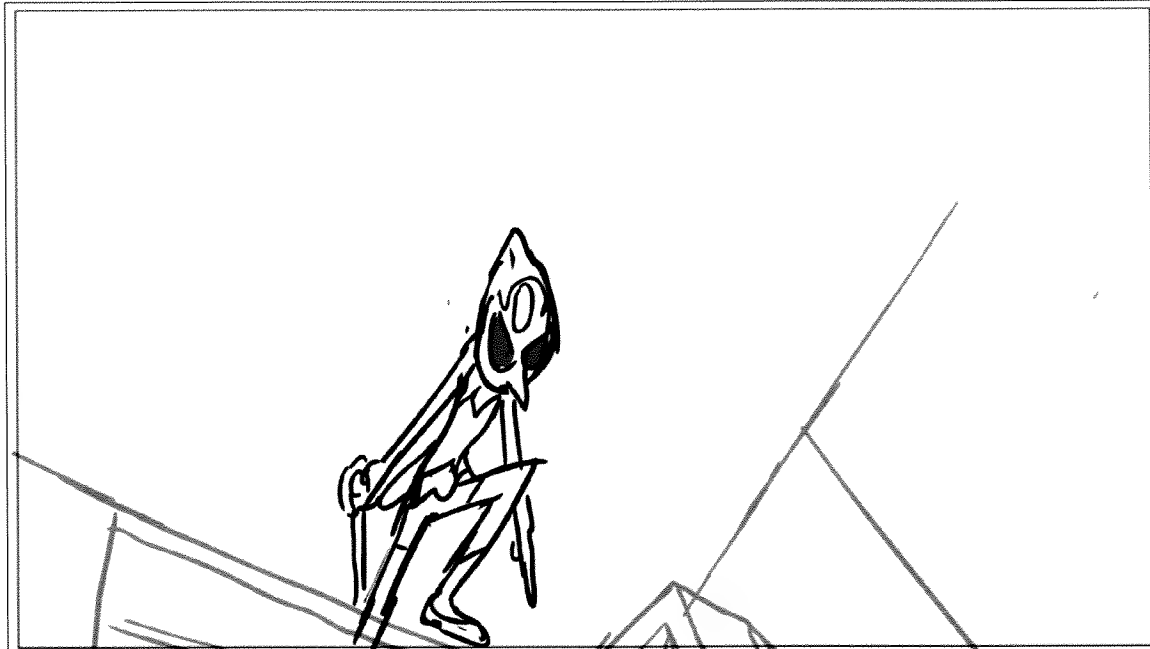
Action Notes

Steven gets up onto his hands and knees and turns back quickly to look behind him.
Steven's hands and knees sink into the couch creating wrinkles.

Slugging

0.06

Scene	Panel
198	1



Action Notes

Holo-Pearl leaps off of loft.

Slugging

0.04

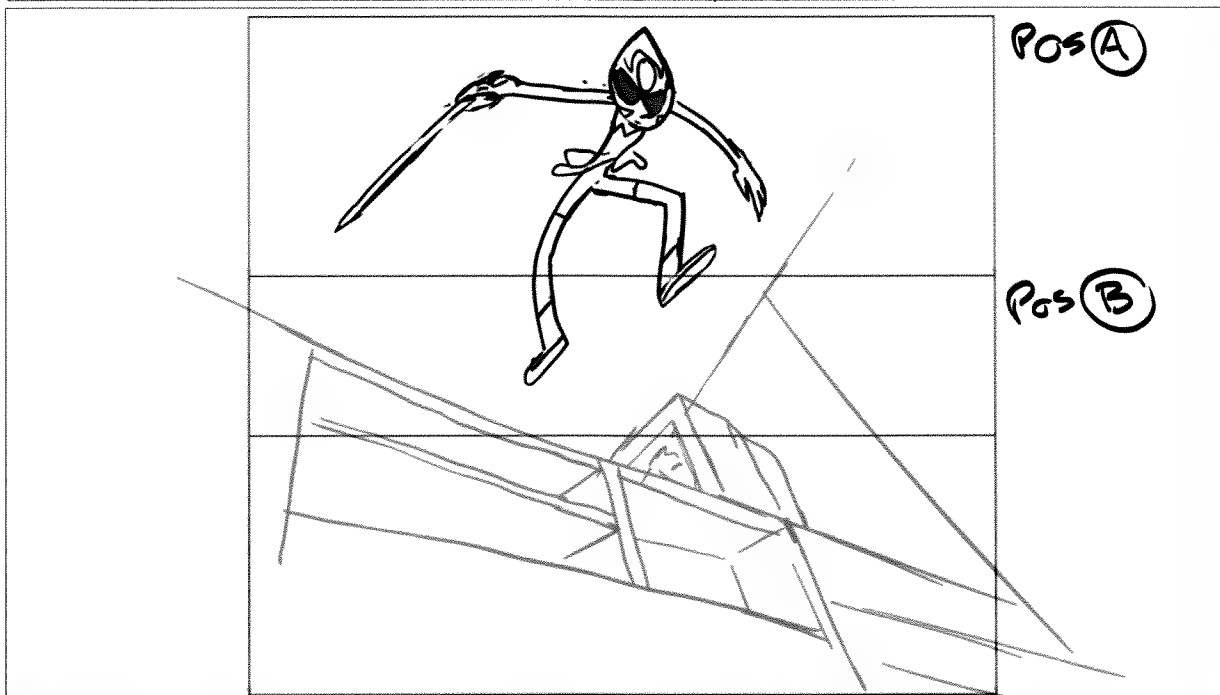
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1020-013

Scene Panel
198 *CONT* 2



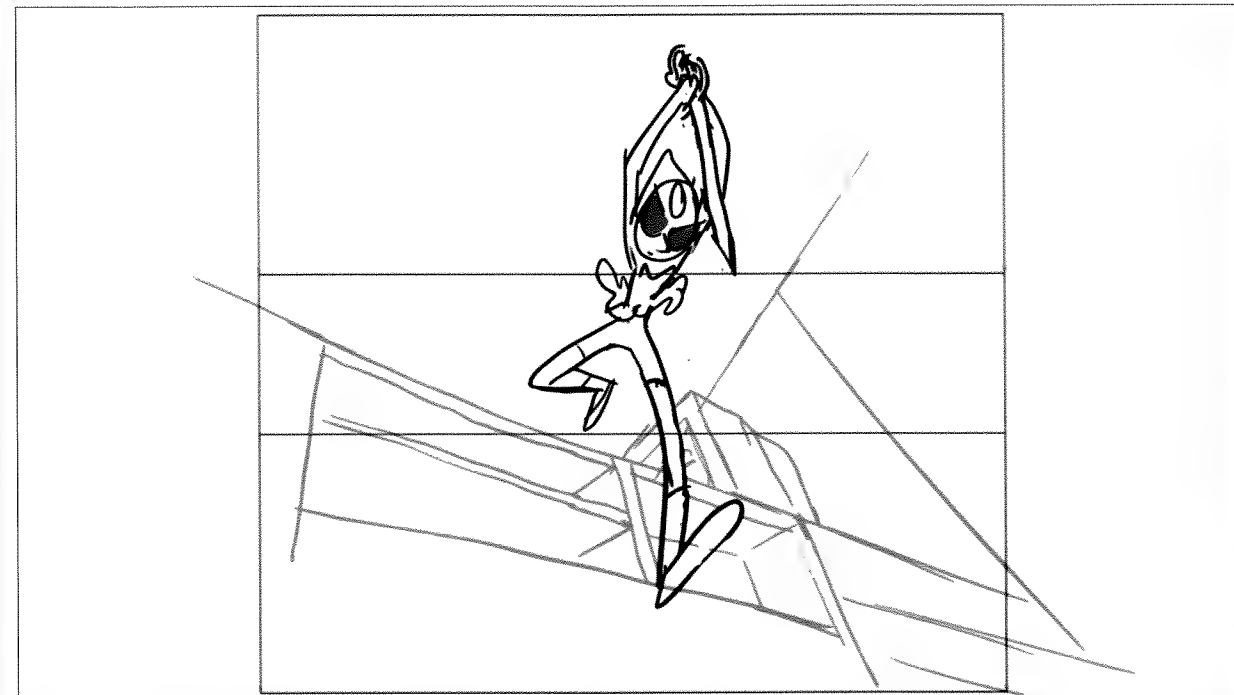
Action Notes

Camera ADJ South to follow Holo-Pearl.

Slugging

ADJ: 0.07

Scene Panel
198 *CONT* 3



Action Notes

Holo-Pearl raises sword above head as it falls down towards camera, getting larger in perspective.

Slugging

ADJ: 0.04

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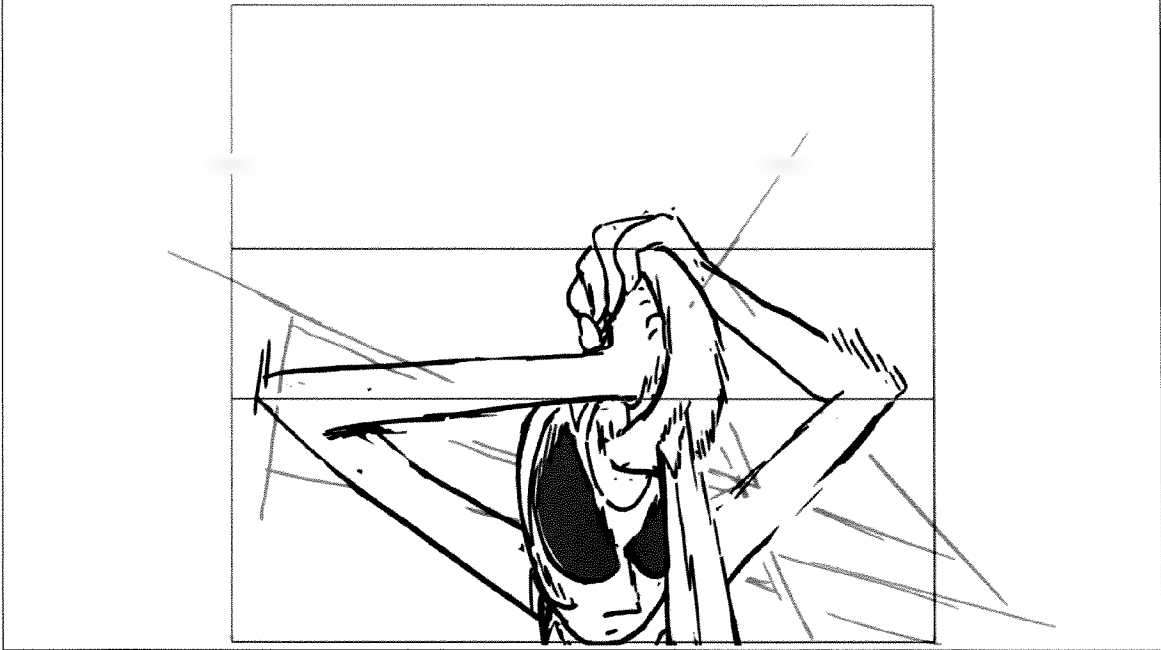
1020.013

1020.013

1020.013



Scene	Panel
198	<i>CONT</i> 4



Action Notes
Holo-Pearl falls down very close to camera, cut as Holo-Pearl reaches bottom frame.
Lines are drawn jagged to emphasize speed and danger.

Slugging
ADJ: 0.02

Scene	Panel
199	1



Slugging
0.04

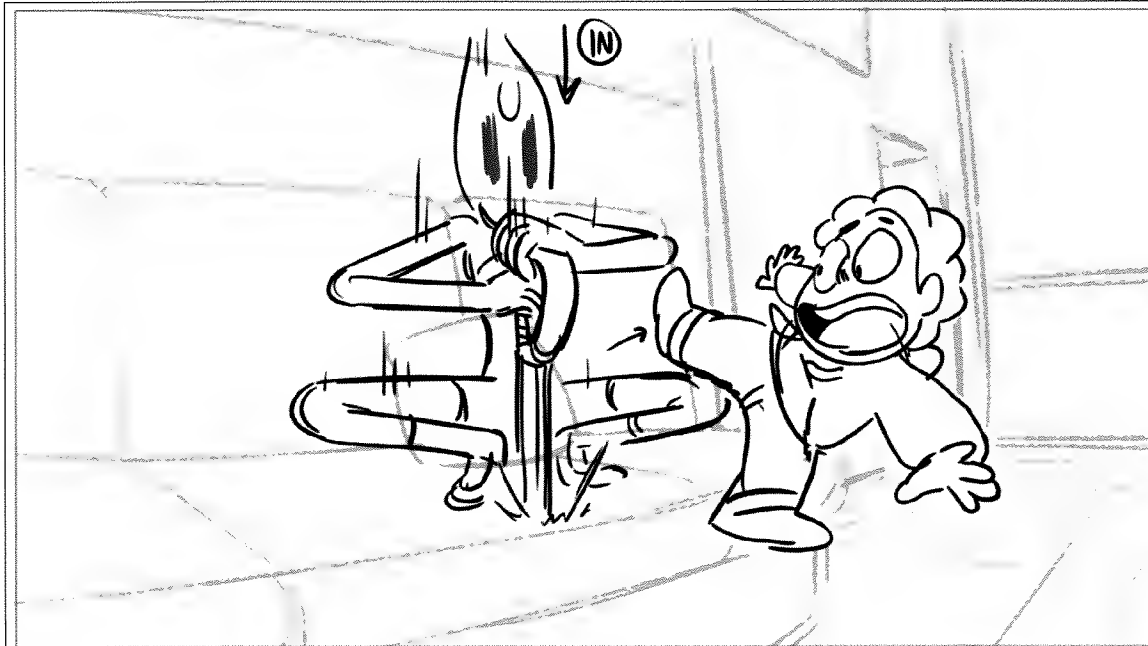
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1020.013

1020.013

Scene	Panel
199	CONT 2



Dialogue

STEVEN: Wahh!

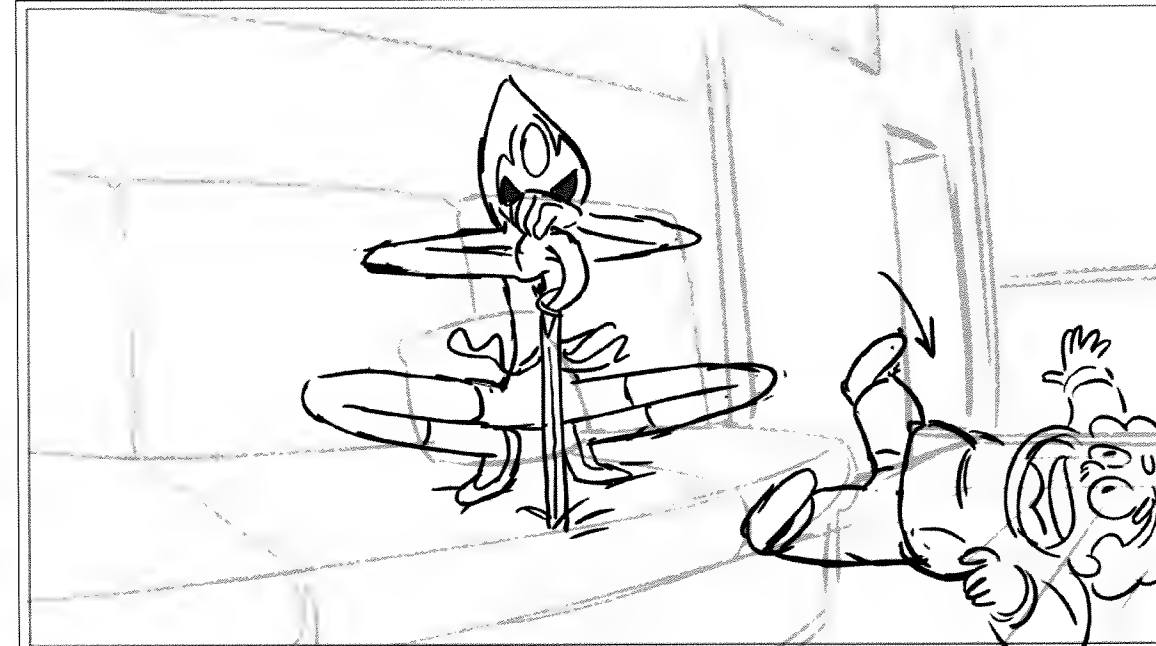
Action Notes

Steven jumps out of the way just in time to avoid Holo-Pearl IN from North.

Slugging

0.05

Scene	Panel
199	CONT 3



Action Notes

Steven starts to roll OUT to the East.

Slugging

Panels 3 to 5 = 0.15

Notes

Roll out to H.U. to next scene.

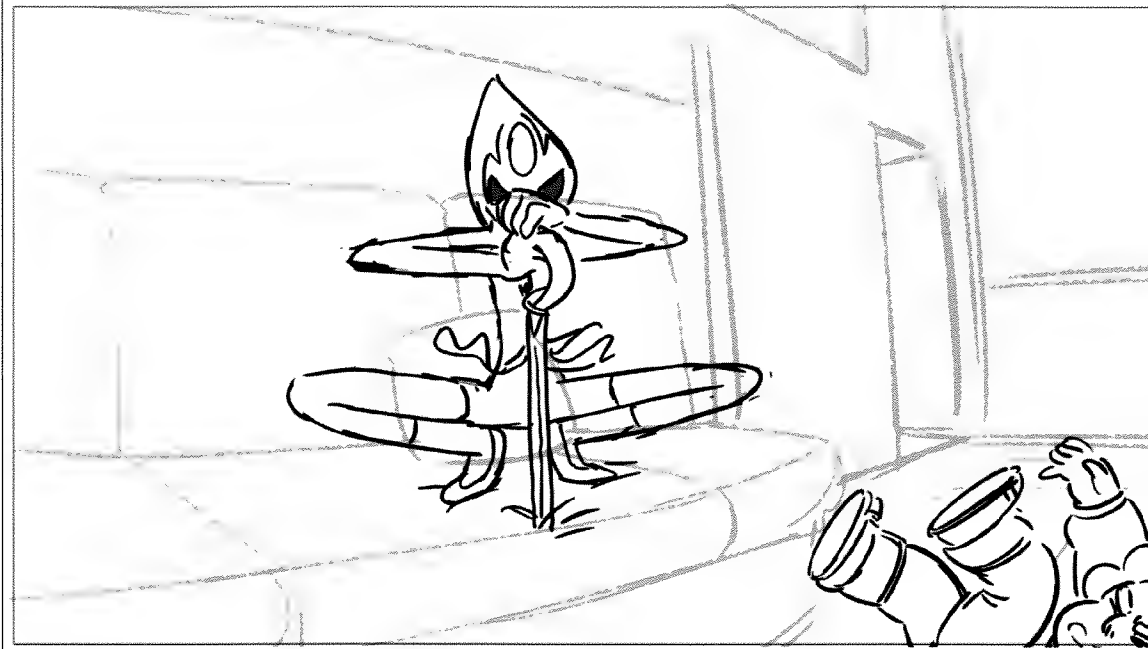
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1020.013

1020.013

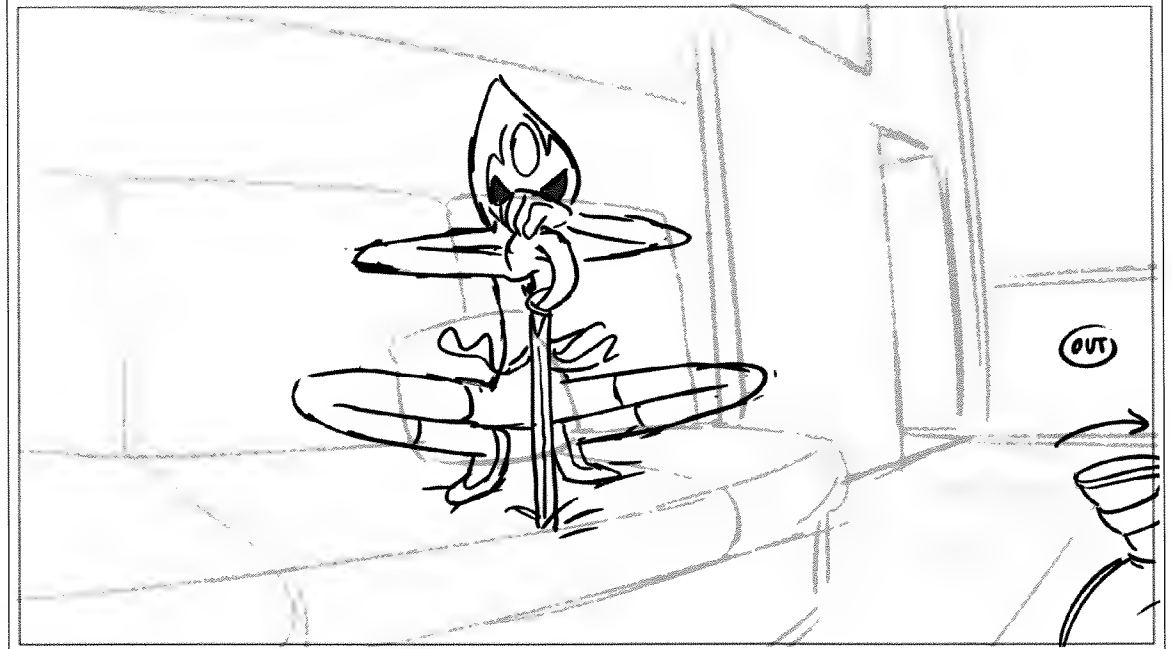
Scene	Panel
199	<i>cont</i>
	4



Action Notes
Steven starts to roll OUT to the East.

Notes
Roll out to H.U. to next scene.

Scene	Panel
199	<i>cont</i>
	5



Action Notes
Steven starts to roll OUT to the East.

Notes
Roll out to H.U. to next scene.

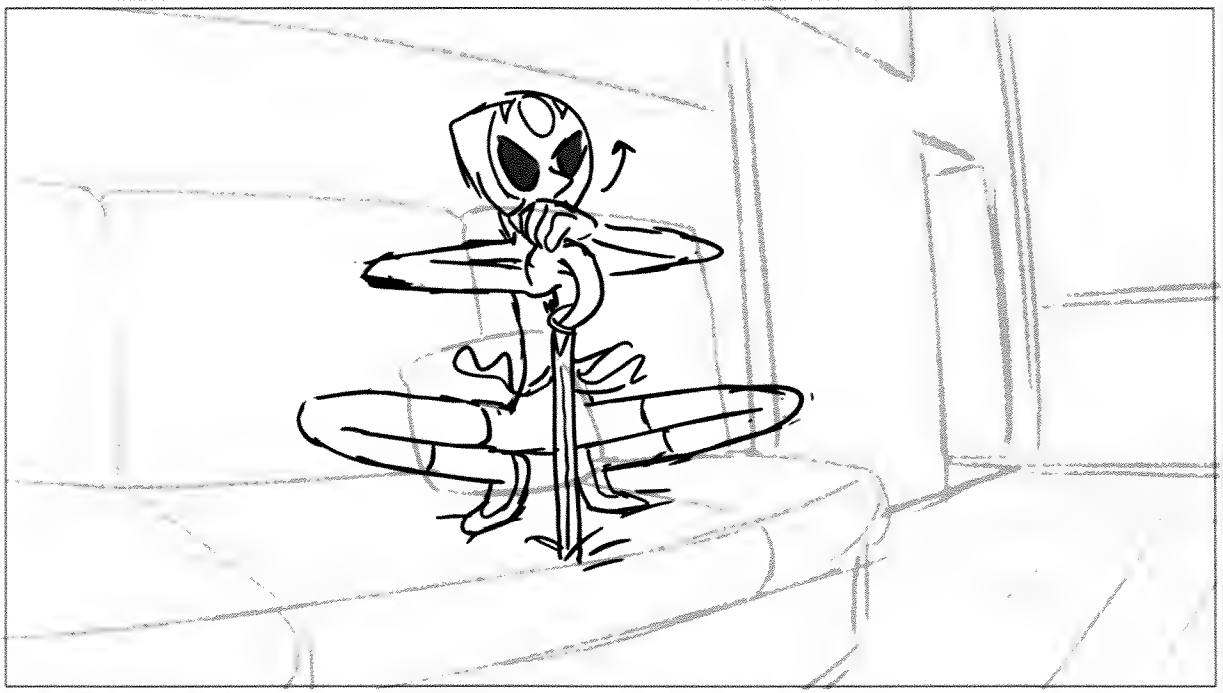
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1020.013

1020.013

Scene	Panel
199	CONT 6



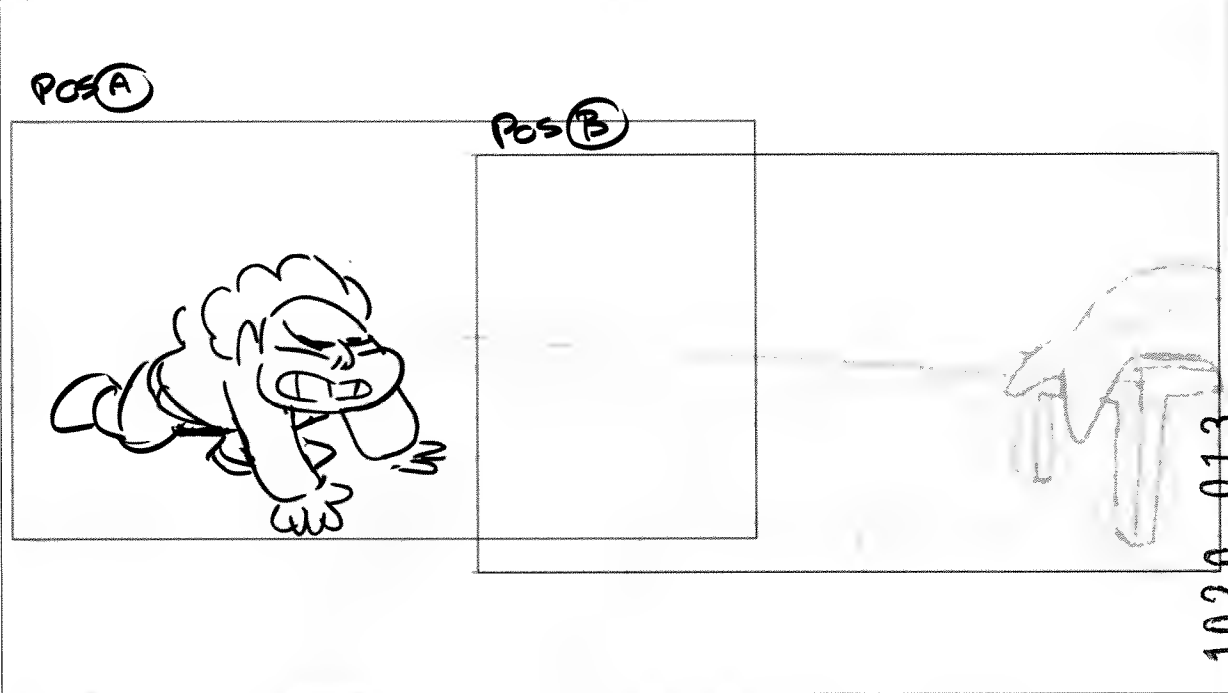
Action Notes

Steven rolled OUT East.

Slugging

0.07

Scene	Panel
200	1



Action Notes

Camera ADJ East with Steven running.

Cut to Steven getting off the floor, running to the East.

Slugging

ADJ: 0.04

Notes

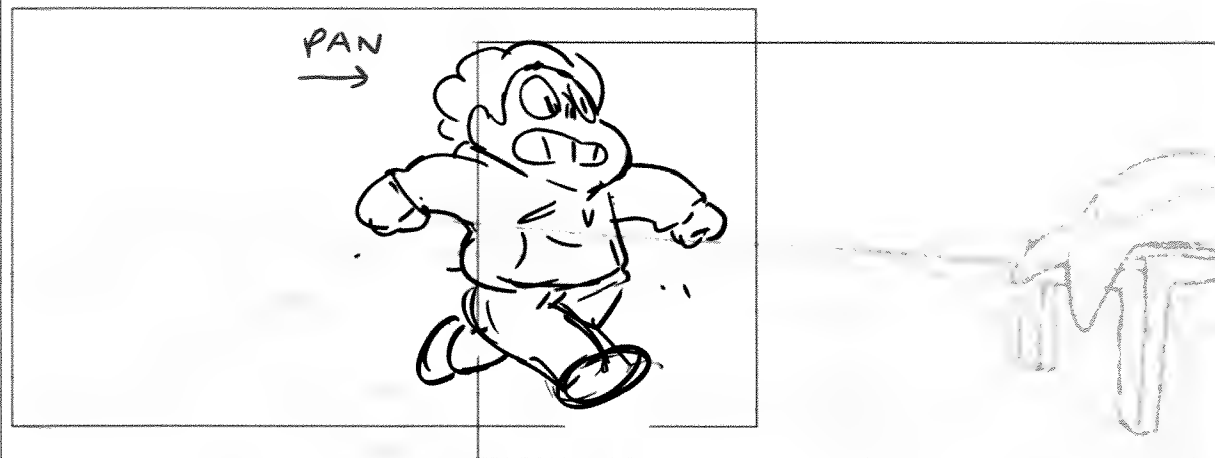
Roll in to HU

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1020.013

Scene Panel
200 *cont* 2



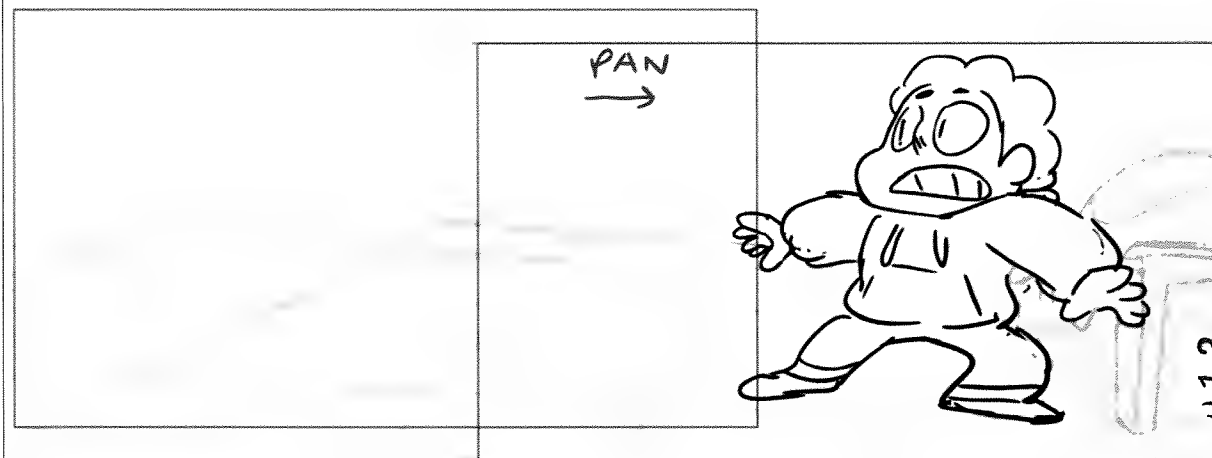
Action Notes

Camera pans East with Steven as he runs to the East.

Slugging

ADJ: 0.10

Scene Panel
200 *cont* 3



Action Notes

Steven stops.

Slugging

ADJ: 0.04

Then HOLD: 0.12

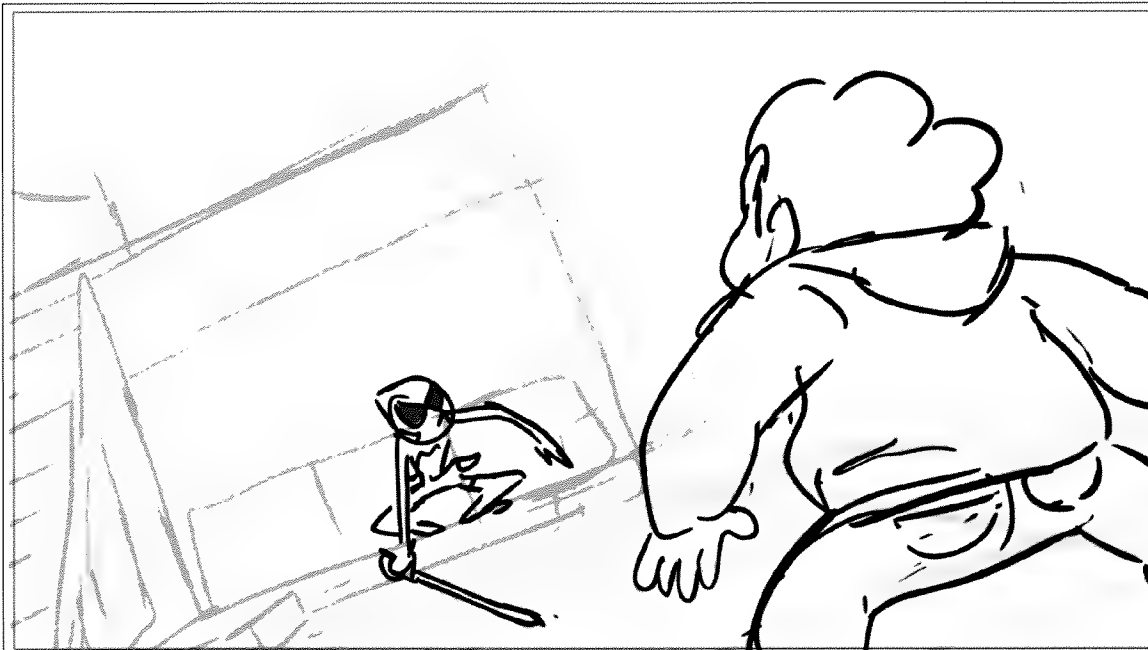
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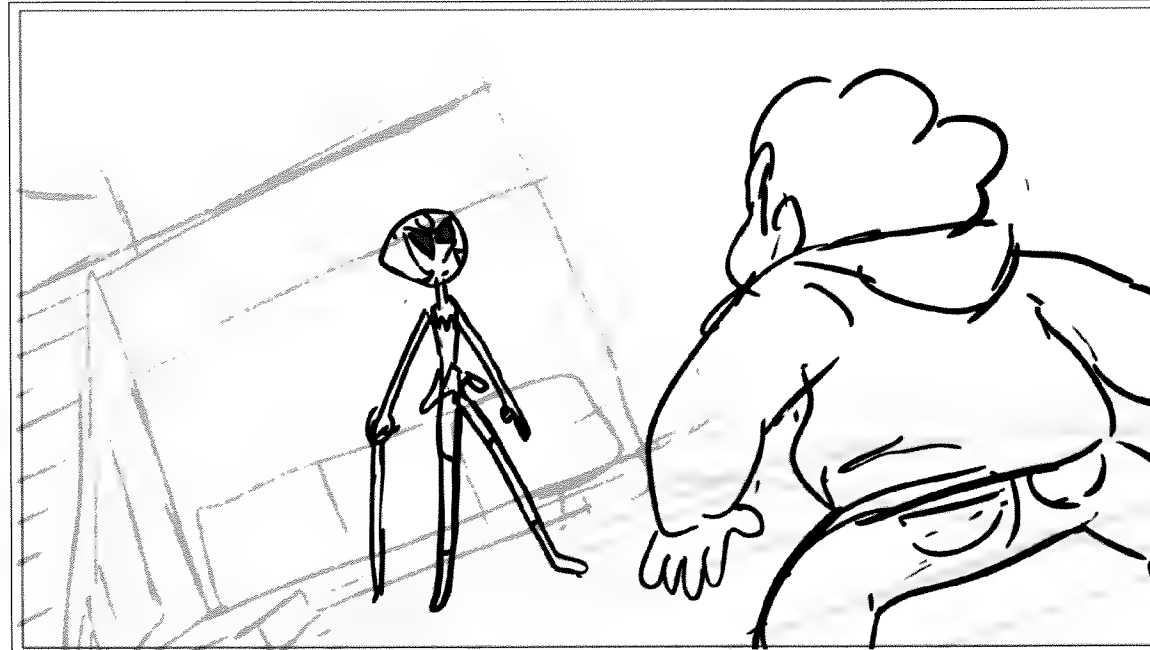
1020.013

Scene	Panel
201	1



Slugging
0.08

Scene	Panel
201	2



Action Notes
Holo-Pearl stands up and walks towards Steven.

Slugging
0.10

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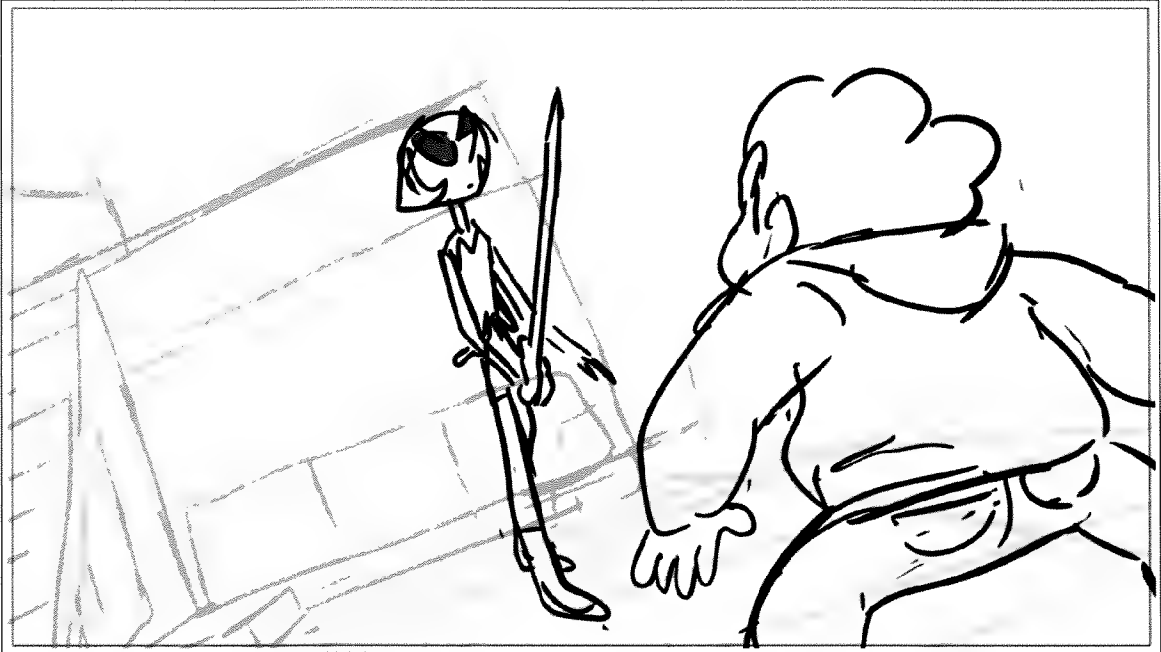
1020.013

1020.013

1020.013



Scene	Panel
201	cont 3

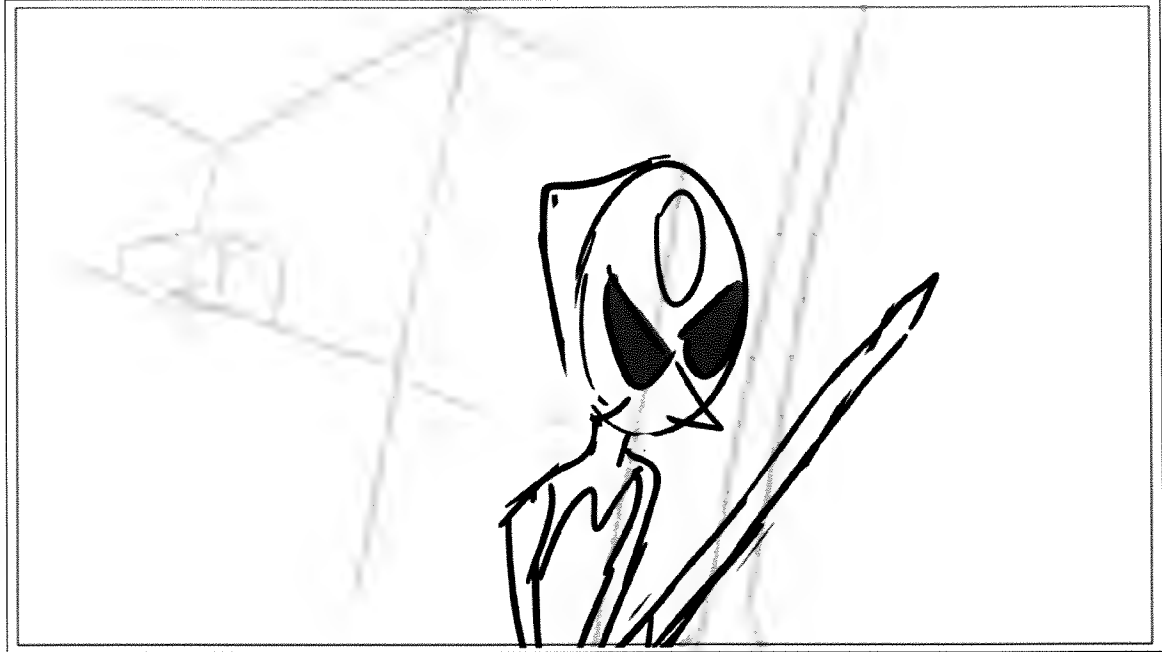


Action Notes
Holo-Pearl raises sword.

Holo-Pearl puts her right foot forward towards Steven.

Slugging
0.10

Scene	Panel
202	1



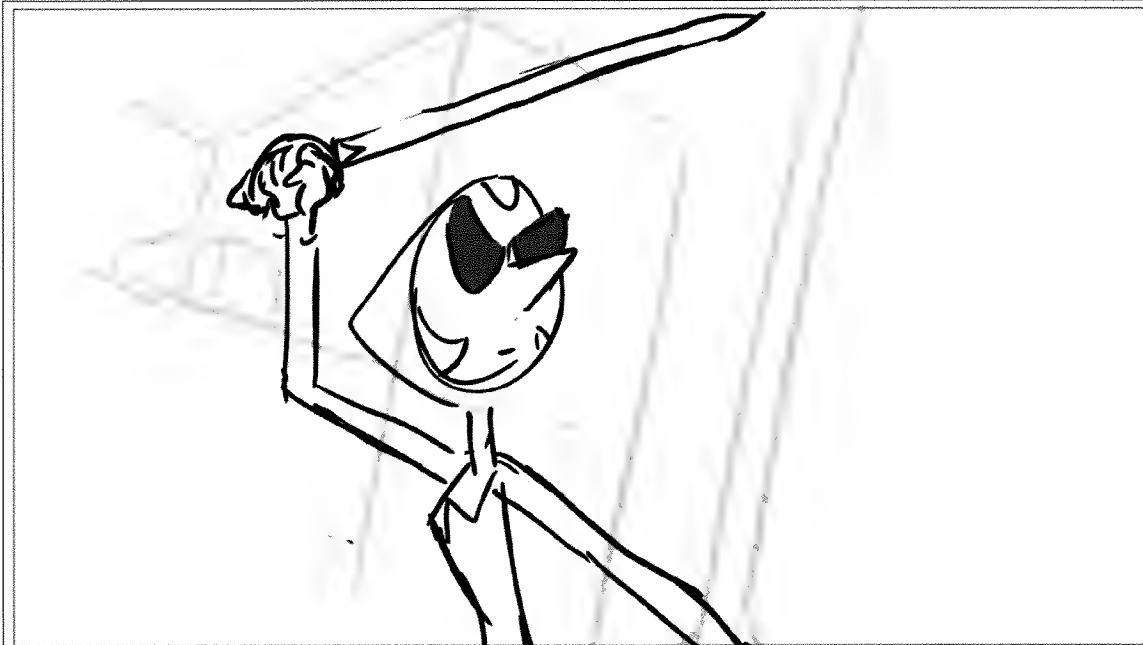
Slugging
0.07

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1020.013

Scene	Panel
202	2



Action Notes
Holo-Pearl rears back, holding sword above head.

Slugging
1.00

Scene	Panel
203	1



Action Notes
Steven grabs walrus.

Slugging
Panels 1 + 2 = 0.05

Notes
Need -SP-

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1020.013

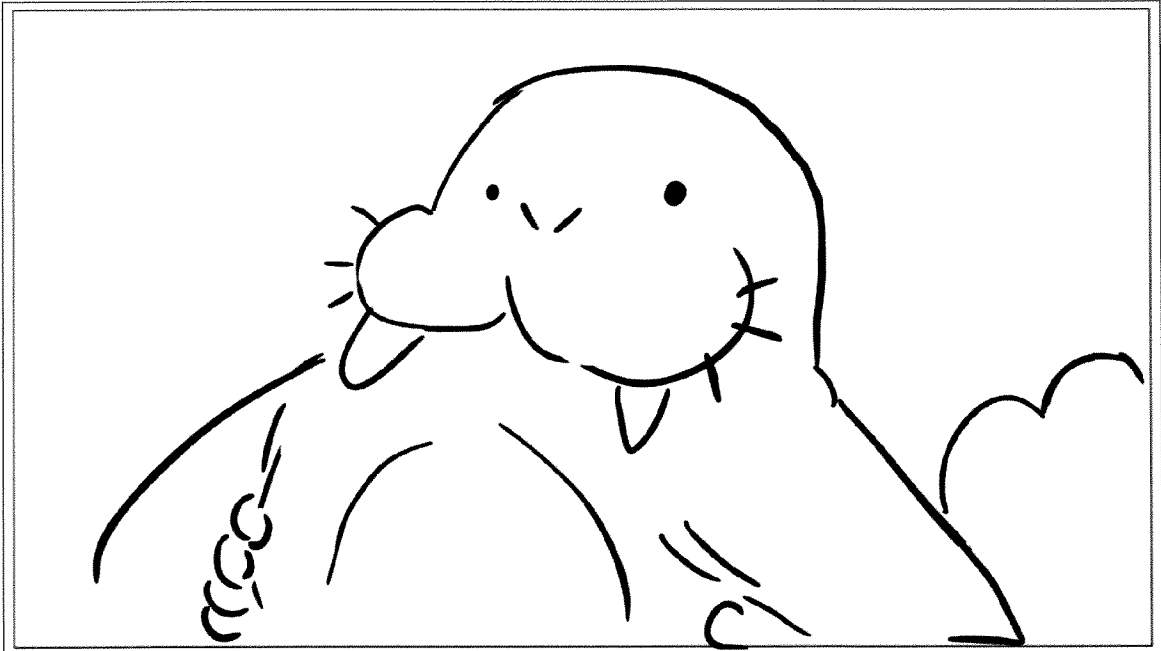
1020.013

Scene	203	Panel	2
			
<p>Action Notes</p> <p>Steven grabs walrus.</p>			
<p>Notes</p> <p>Need -SP-</p>			

Scene	203	Panel	3
			
<p>Dialogue</p> <p>STEVEN: Walrus Shield!!</p>			
<p>Action Notes</p> <p>Steven holds walrus up as shield.</p>			
<p>Slugging</p> <p>0.07</p>			
<p>AUG 06 2013</p>			



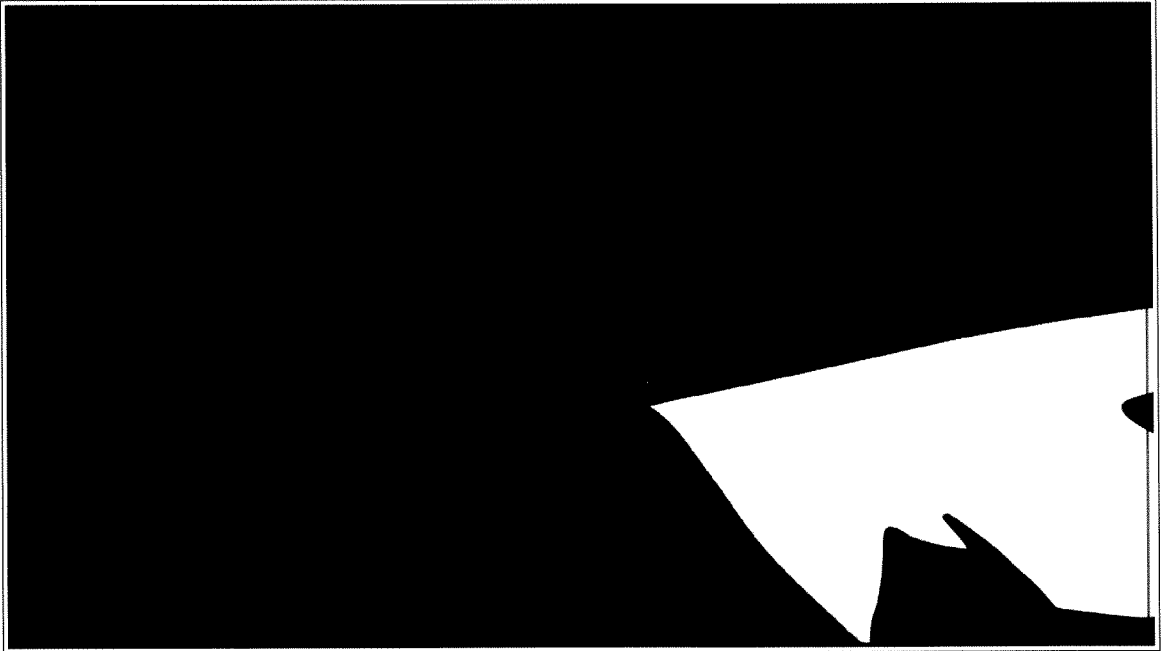
Scene	Panel
204	1



Dialogue
STEVEN: ...Shield!!

Slugging
0.10

Scene	Panel
204	2



Action Notes
Super fast flash of jagged effects shape.

Slugging
0.04

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Scene	204	Panel	3
		<i>cont</i>	



Action Notes
Super fast flash of jagged effects shape.

Slugging
0.04

Scene	204	Panel	4
		<i>cont</i>	



Action Notes
Walrus head and stuffing fly into air towards West.

Slugging
0.08

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Scene	Panel
205	1



Action Notes
Walrus head and stuffing bits hang in air for a moment.

Slugging
0.10

Scene	Panel
205	2



Dialogue
STEVEN: AHH!!

Action Notes
Steven gives short yell.

Slugging
0.15

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1020.013

1020.013

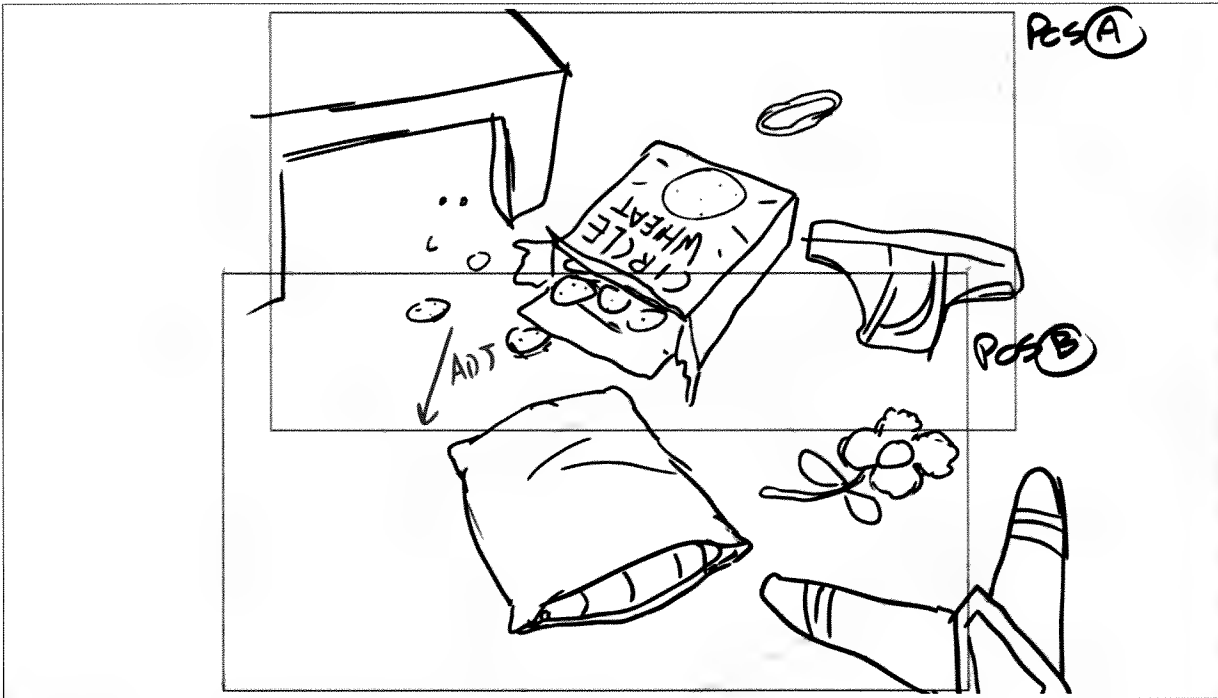
Scene	205	Panel	3
			
<p>Action Notes</p> <p>Steven looks at ground towards SE.</p>			
<p>Slugging</p> <p>0.08</p>			

Scene	206	Panel	1
			
<p>Dialogue</p> <p>STEVEN: *frantic* Snacks..</p>			
<p>Action Notes</p> <p>Camera shows Steven's point of view.</p>			
<p>Slugging</p> <p>1.00</p>			

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1020.013

Scene 206 Panel 2
cont



Dialogue

STEVEN: *frantic* Pillow...

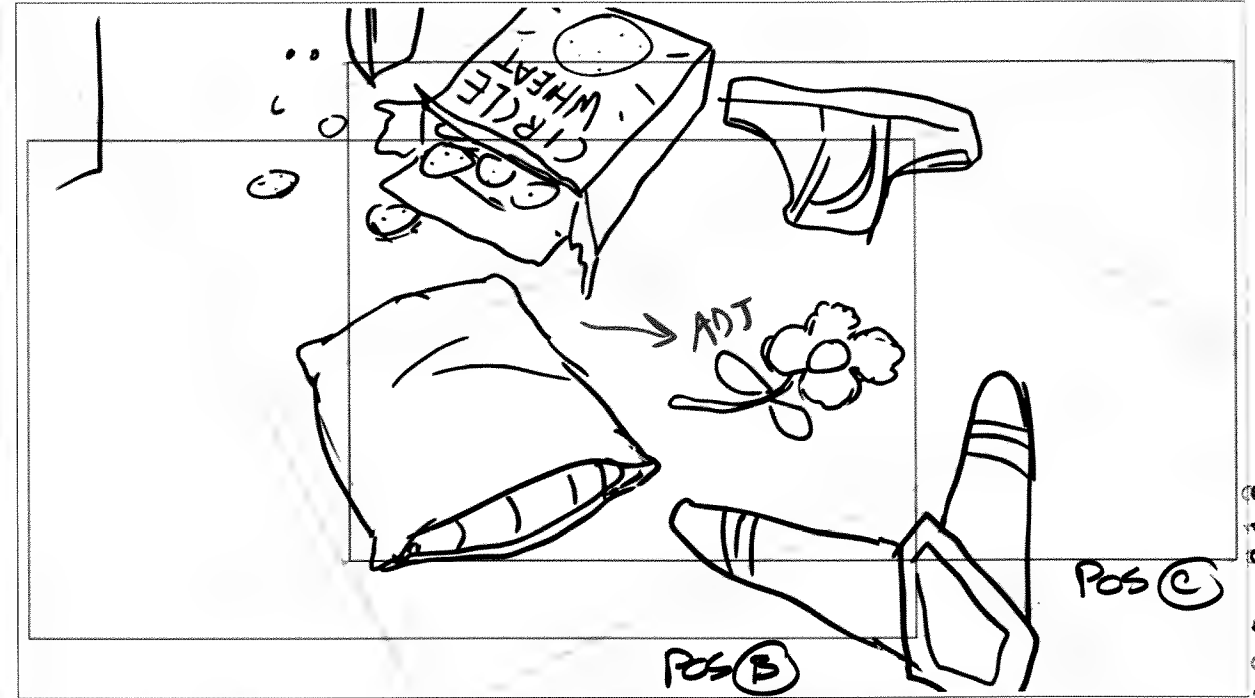
Action Notes

Camera ADJ shows Steven's point of view.

Slugging

ADJ: 0.04
Then HOLD: 0.11

Scene 206 Panel 3
cont



Dialogue

STEVEN: *frantic* Fuzy flower...

Action Notes

Camera ADJ shows Steven's point of view

Slugging

ADJ: 0.04
Then HOLD: 1.03

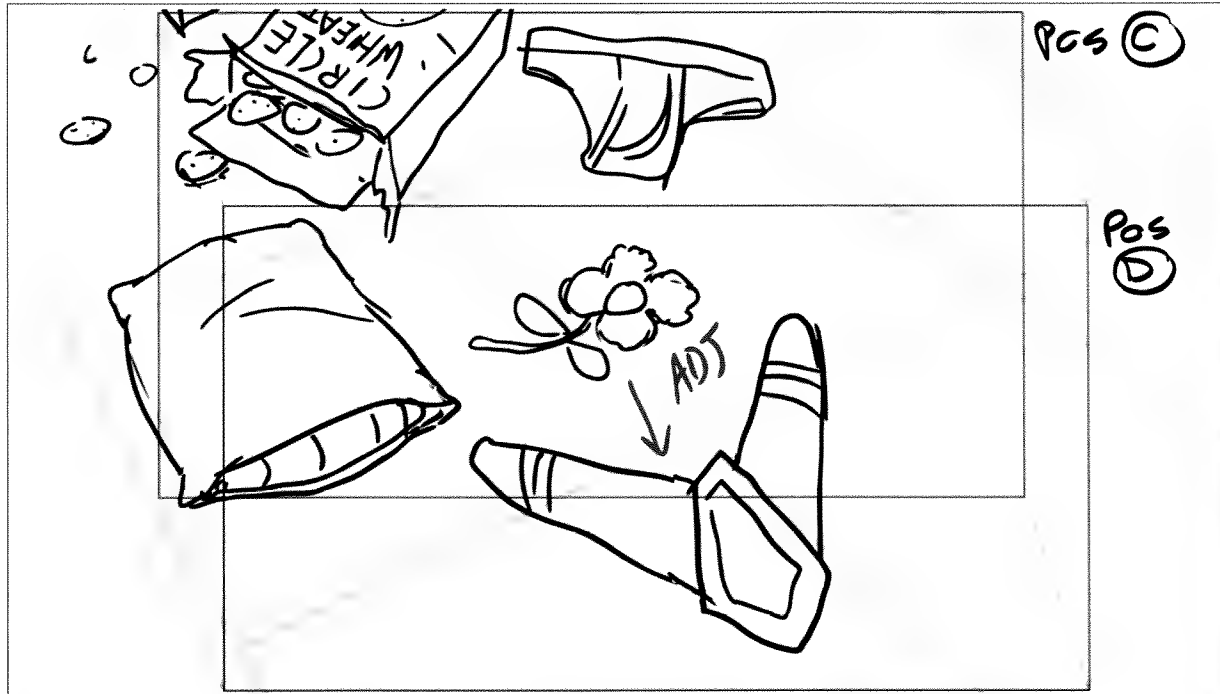
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1020.013

1020.013

Scene	Panel
206	CONT 4



Dialogue
STEVEN: *frantic* boomerang...

Action Notes
Camera ADJ shows Steven's point of view

Slugging
ADJ: 0.05
Then HOLD: 1.11

Scene	Panel
207	1



Action Notes
Steven reaches off screen South.

Slugging
0.06

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1020-013

1020-013

Scene	Panel
207	cont 2



Dialogue
STEVEN: Boomerang...

Action Notes
Cheesy star background appears behind Steven.

Slugging
0.14

Scene	Panel
207	cont 3



Dialogue
STEVEN: ..BOOMERANG!

Action Notes
Steven throws boomerang.

Slugging
0.14

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1020.013

1020.013



Scene	Panel
208	1



Action Notes
Boomerang flies IN past HP.

Slugging
0.04

Scene	Panel
208	2



Action Notes
Holo-Pearl's head follows boomerang as it flies around.

Slugging
0.05

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Scene	208	Panel	3
CONT			



Action Notes

Camera slowly ADJ East to follow action.

Slugging

ADJ: 0.05

Total ADJ frames panels 3 to 8 = 2.00

Scene	208	Panel	4
CONT			



Action Notes

HP head turns all the way around.

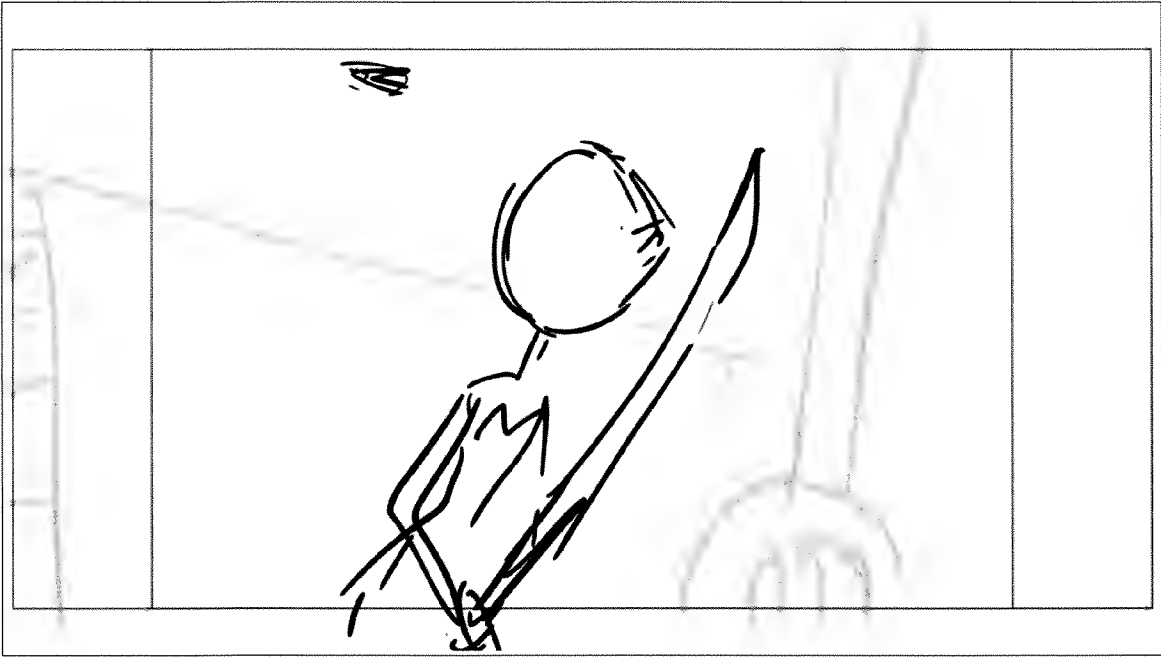
Slugging

ADJ: 0.06

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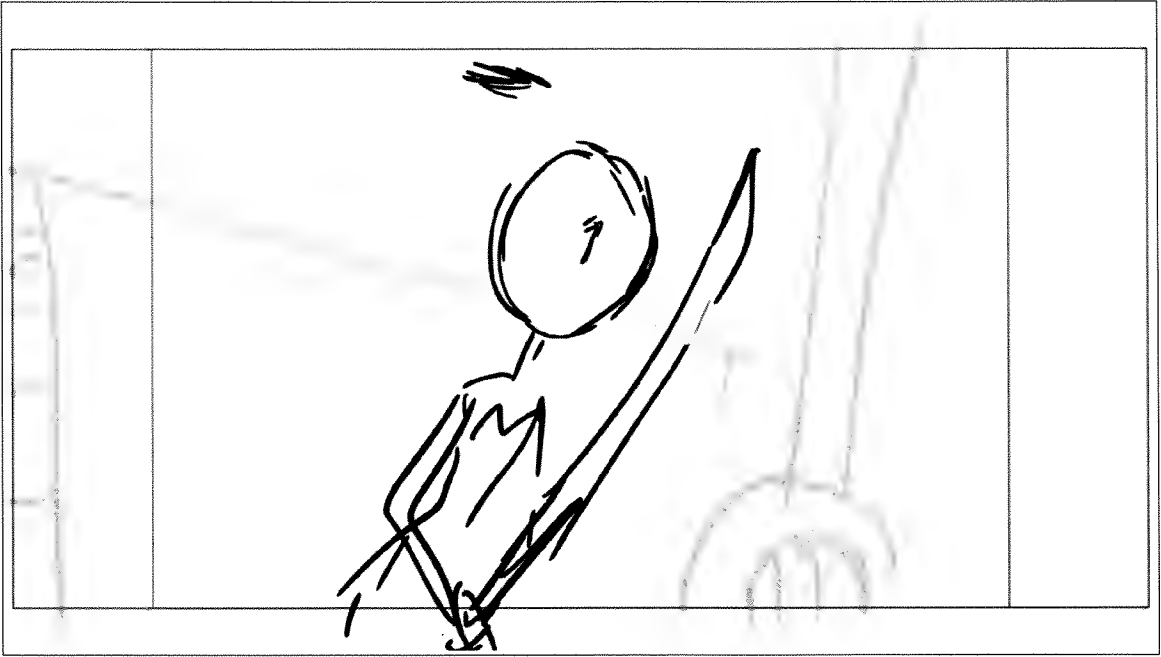


Scene	Panel
208	<i>CONT</i>
	5



Slugging
ADJ: 0.06

Scene	Panel
208	<i>CONT</i>
	6



Slugging
ADJ: 0.05

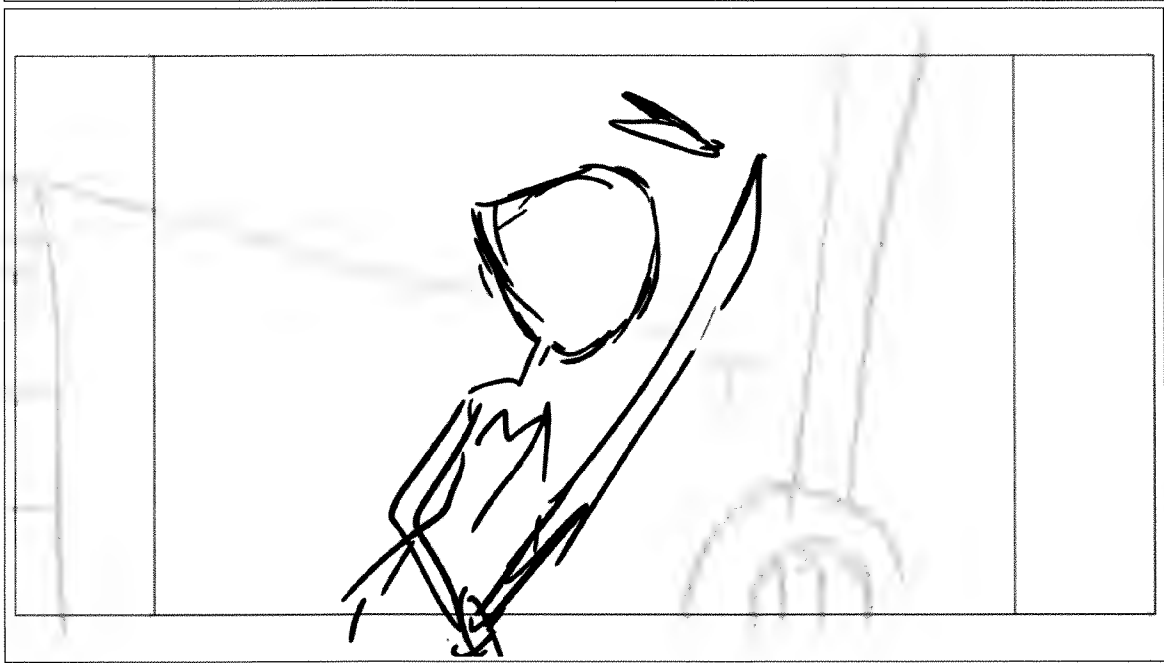
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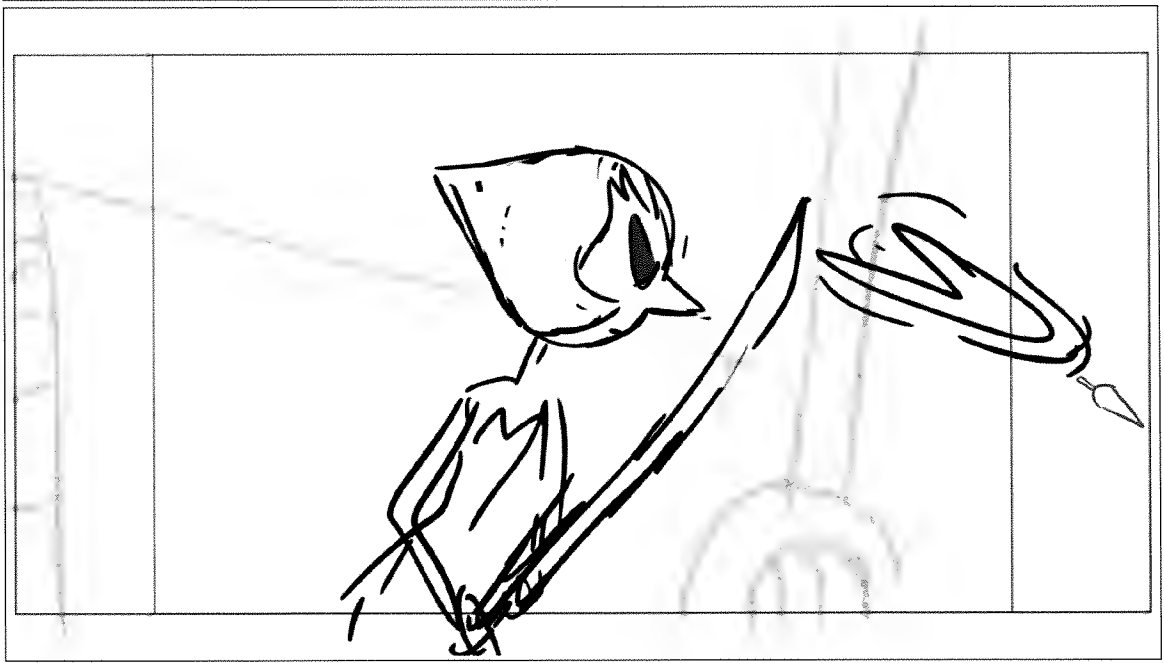
1020.013

Scene	Panel
208	<i>cont</i> 7



Slugging
 ADJ: 0.04

Scene	Panel
208	<i>cont</i> 8



Slugging
 ADJ: 0.06

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1020.013

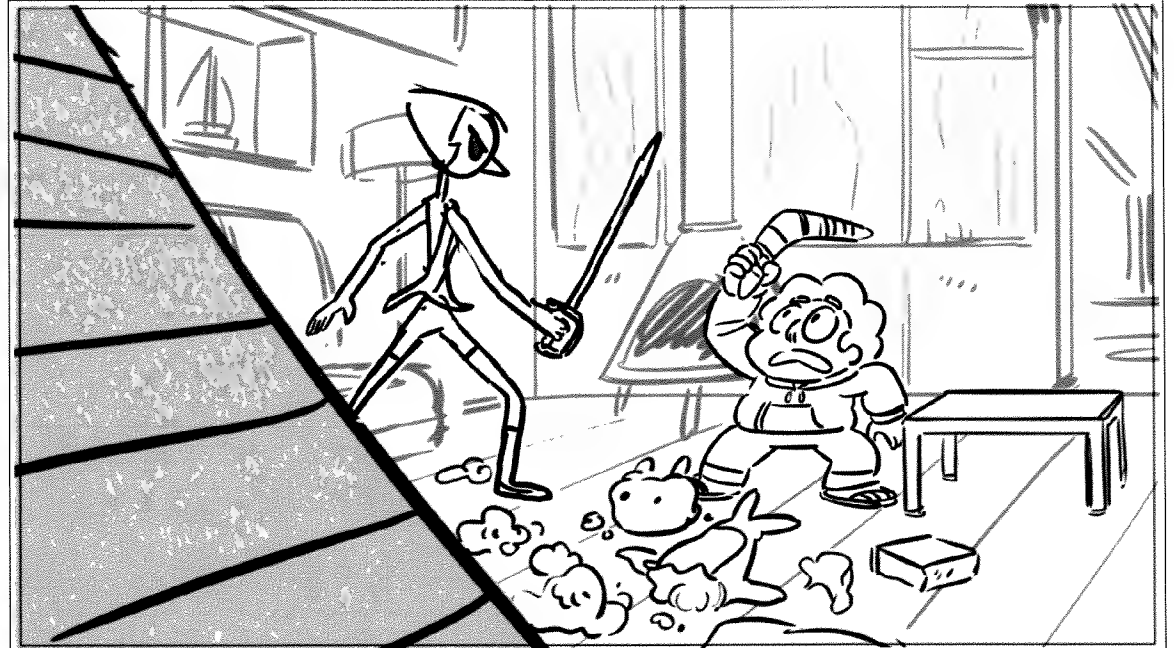
Scene	Panel
209	1



Action Notes
Holo-Pearl's head is still following boomerang.

Slugging
0.04

Scene	Panel
209	2



Action Notes
Steven catches boomerang.

Hold for a beat

Slugging
0.14

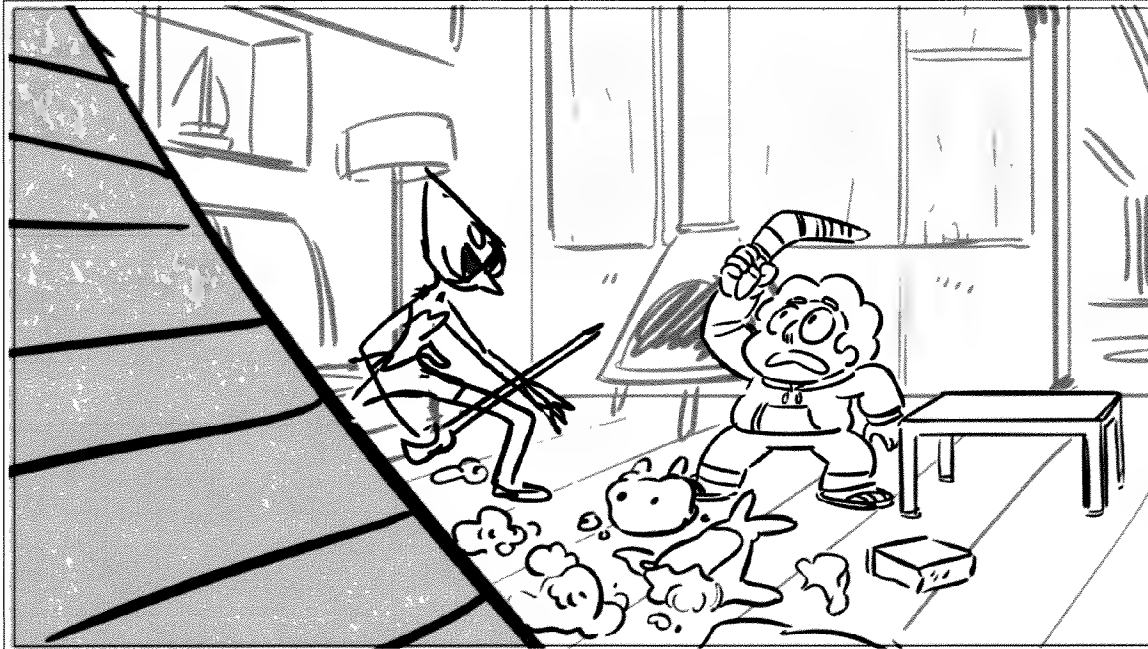
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1020.013

1020.013

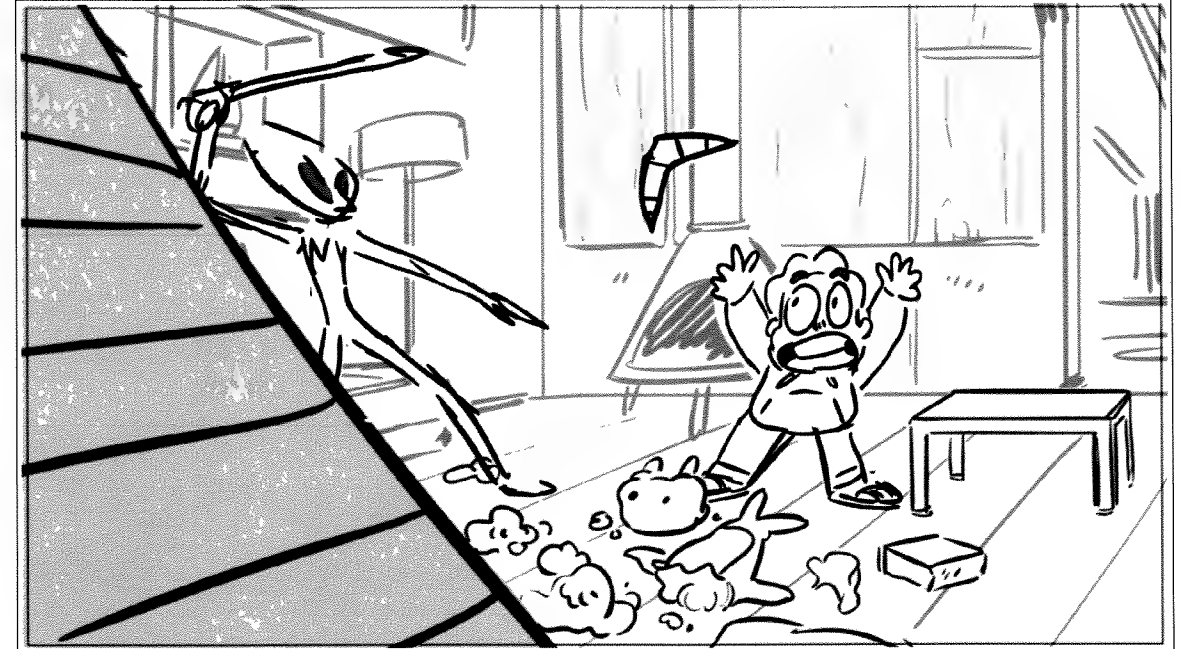
Scene 209 Panel 3
CONT



Action Notes
Holo-Pearl antics down.

Slugging
0.09

Scene 209 Panel 4
CONT



Dialogue
STEVEN: AHHH!!

Action Notes
Holo-Pearl prepares to attack Steven.
Steven raises arms in terror, throwing boomerang upward.

Slugging
0.04

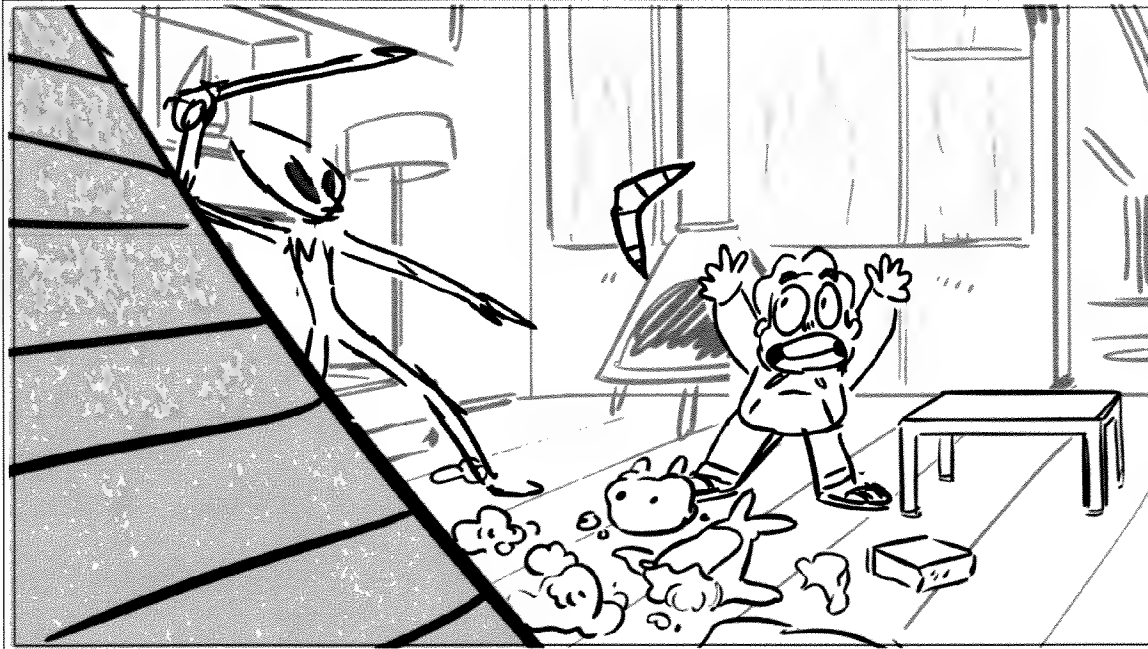
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1020.013

1020.013

Scene	Panel
209	<i>CONT</i> 5



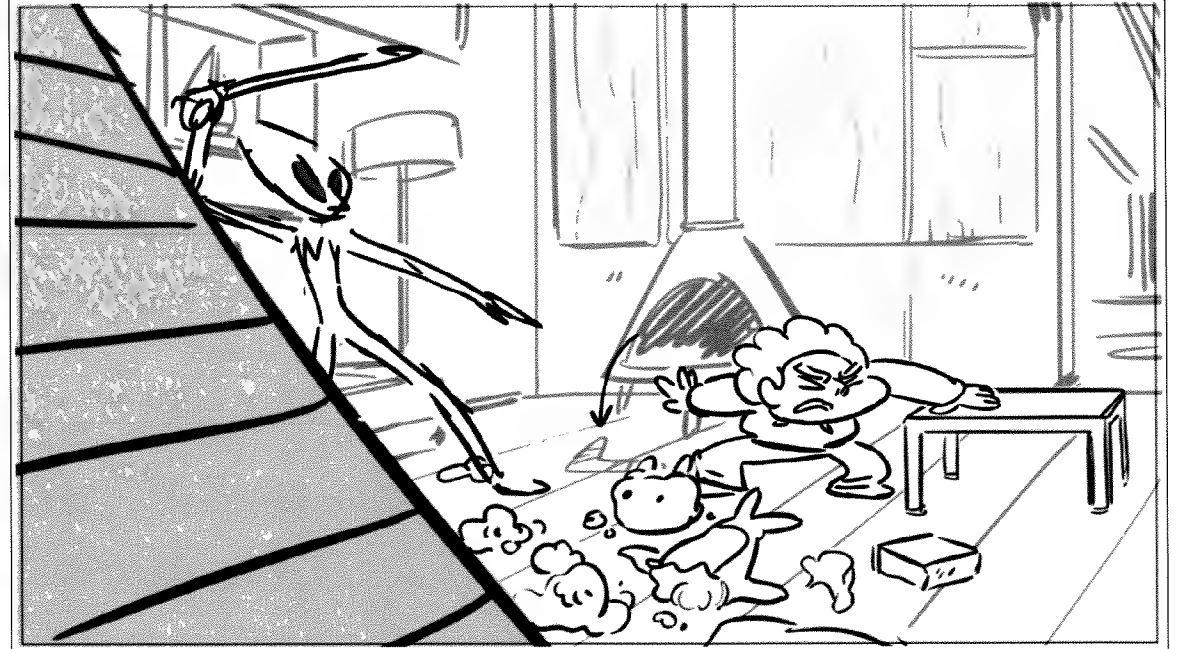
Action Notes

Boomerang hangs in air before falling.

Slugging

0.04

Scene	Panel
209	<i>CONT</i> 6



Action Notes

Boomerang clatters slightly as it hits floor, Steven grabs onto table.

Slugging

0.04

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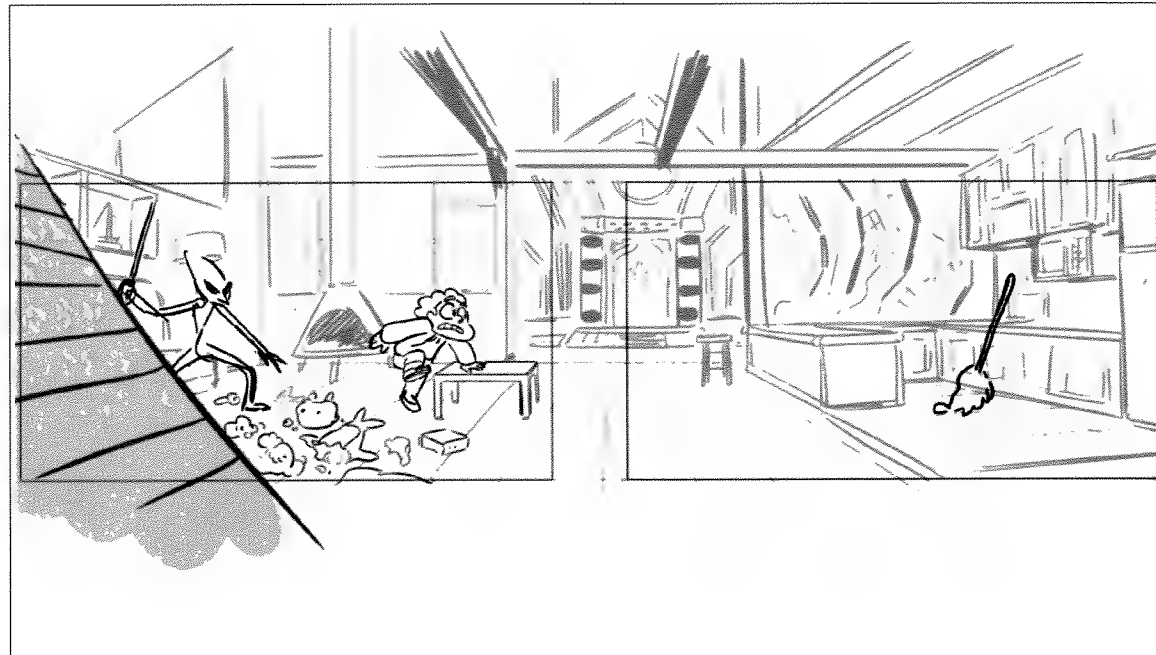
1020.013

1020.013

1020.013

Scene	Panel
209	<i>cont</i>

7



Action Notes

Camera ADJ East - to follow Steven.

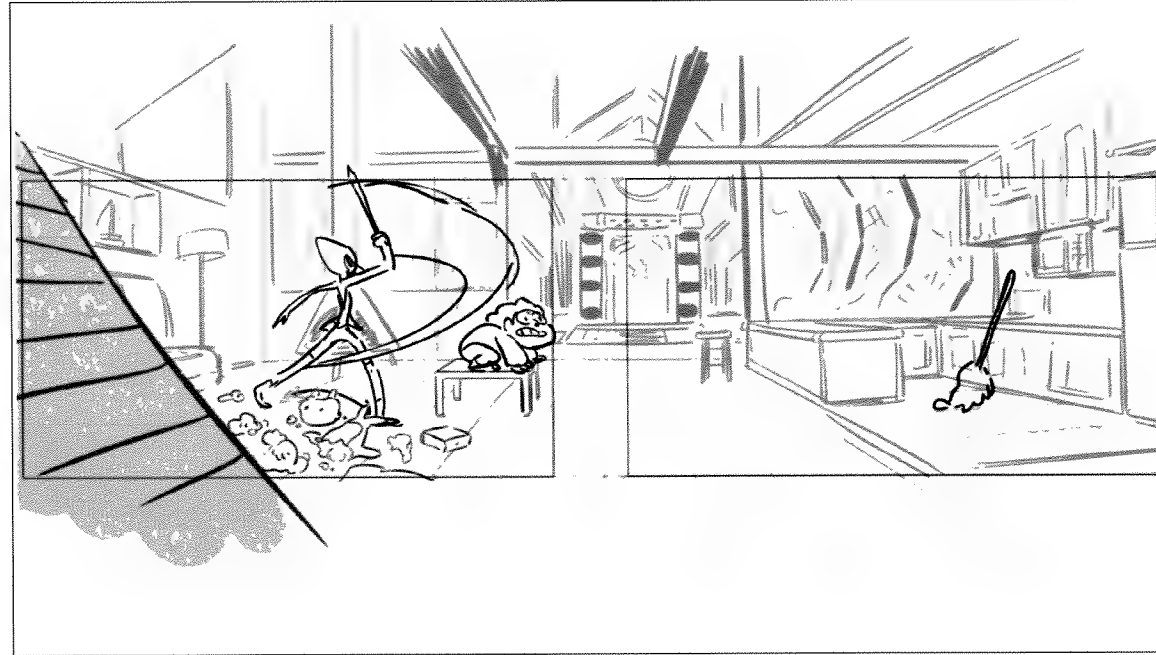
Slugging

ADJ: 0.04

Total ADJ frames panels 7 to 15 = 3.06

Scene	Panel
209	<i>cont</i>

8



Action Notes

Holo-Pearl steps forward with right foot.

Steven jumps up onto table just as Holo-Pearl swings sword at him.

Slugging

ADJ: 0.06

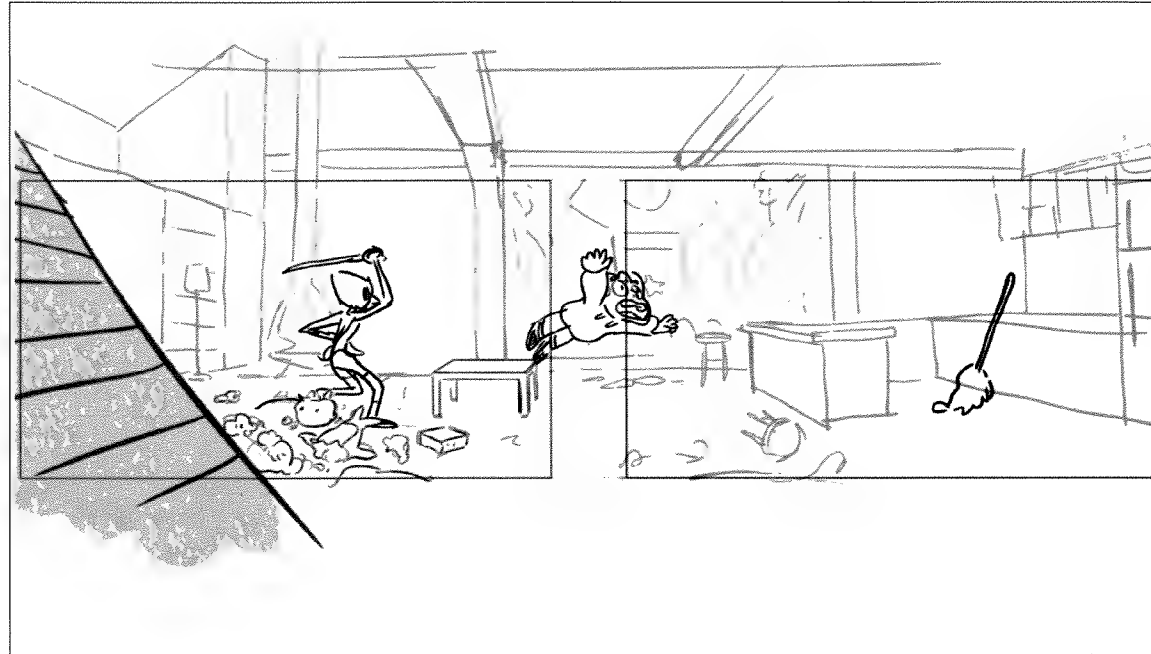
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1020.013

1020.013

Scene	Panel
209	cont 9

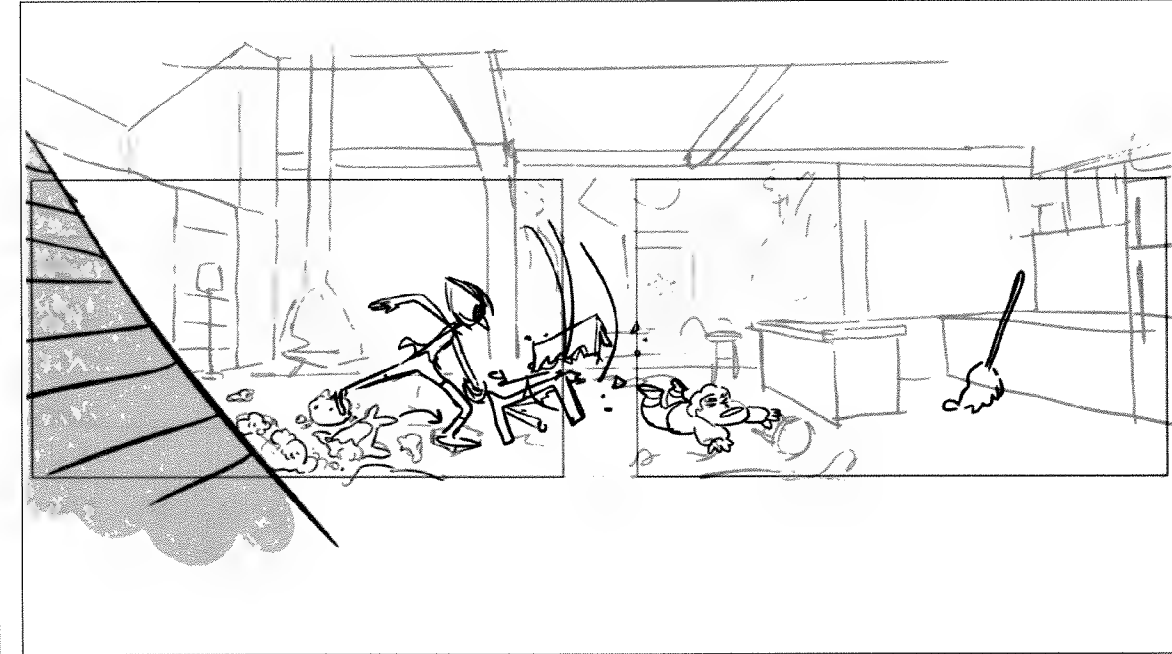


Dialogue
STEVEN: Woahh!!!

Action Notes
Holo-Pearl steps forward with left foot and plants it behind right foot.
(position in drawing)
Steven leaps off of table.

Slugging
ADJ: 0.04

Scene	Panel
209	cont 10



Dialogue
STEVEN: Ooff

Action Notes
Holo-Pearl pushes off left foot and steps forward with right to swing sword
at table which slices it in half.
Steven lands on his belly.

Slugging
ADJ: 0.08

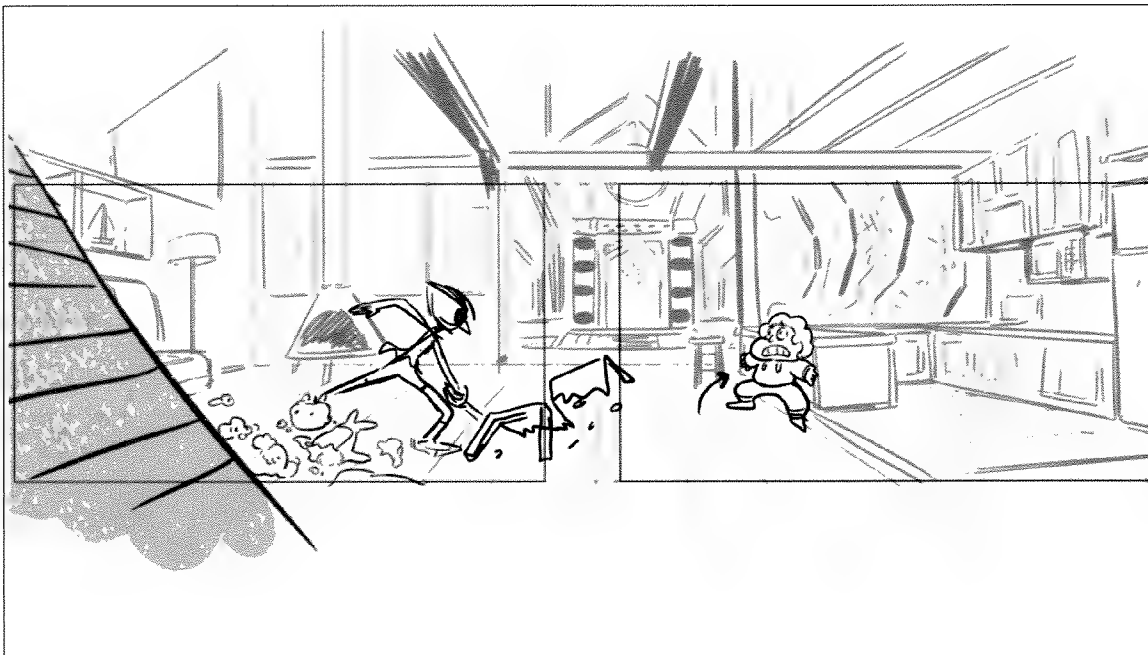
AUG 0 6 2013

1020.013

1020.013

1020.013

Scene	Panel	
209	CONT	11

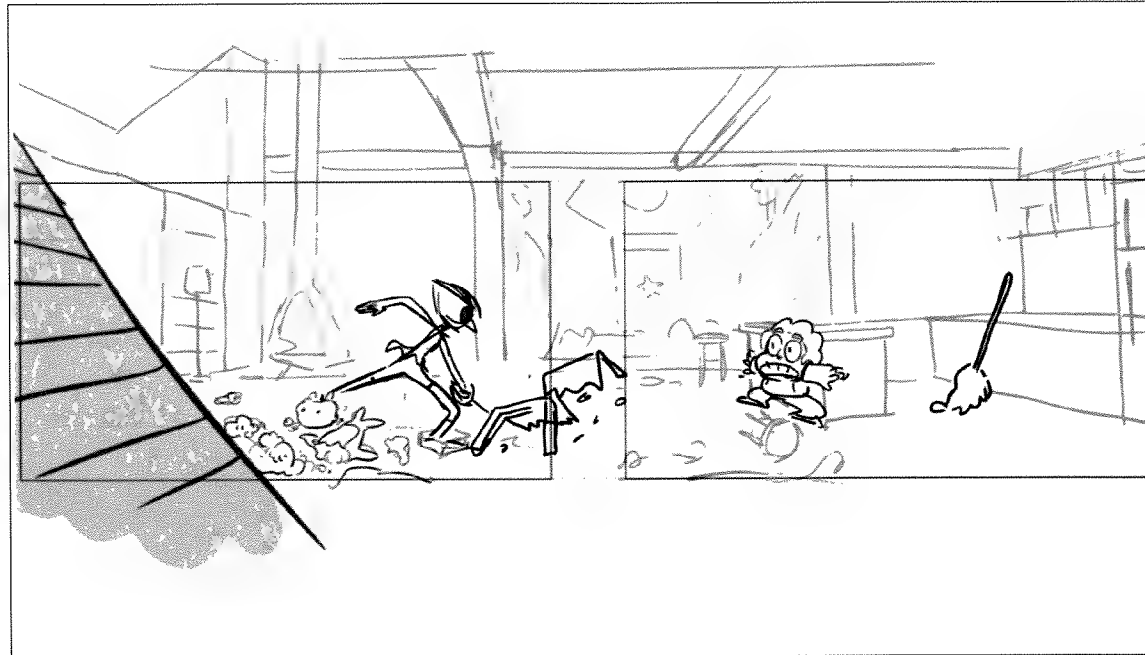


Dialogue
STEVEN: *gasp*

Action Notes
Steven quickly gets to his feet and braces himself against counter.

Slugging
ADJ: 0.08

Scene	Panel	
209	CONT	12



Action Notes
Steven's eyes bug out in reaction to Holo-Pearl offscreen.

Slugging
ADJ: 0.06

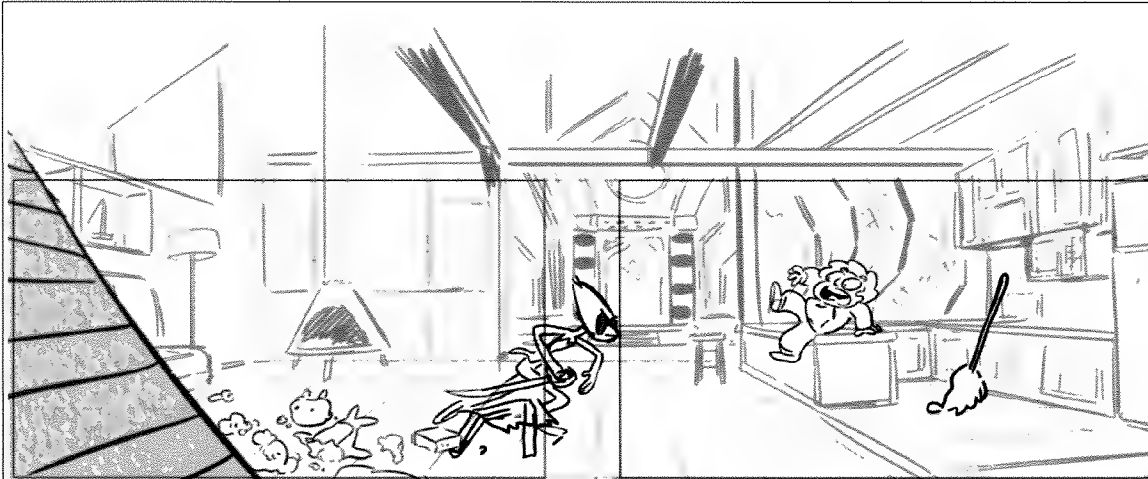
AUG 0 6 2013

1020.013

1020.013

1020.013

Scene	Panel
209	13

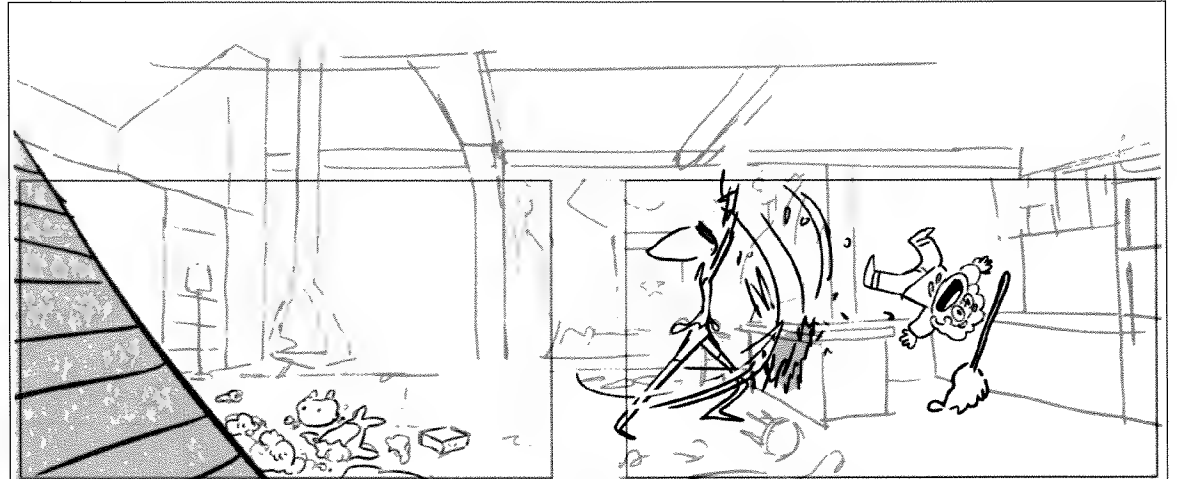
**Action Notes**

Steven scrambles up onto counter as Holo-Pearl enters frame.

Slugging

ADJ: 0.04

Scene	Panel
209	14

**Action Notes**

Holo-Pearl slices at counter, knocking Steven off of it.
Bits of counter fly into the air.

Slugging

ADJ: 0.06

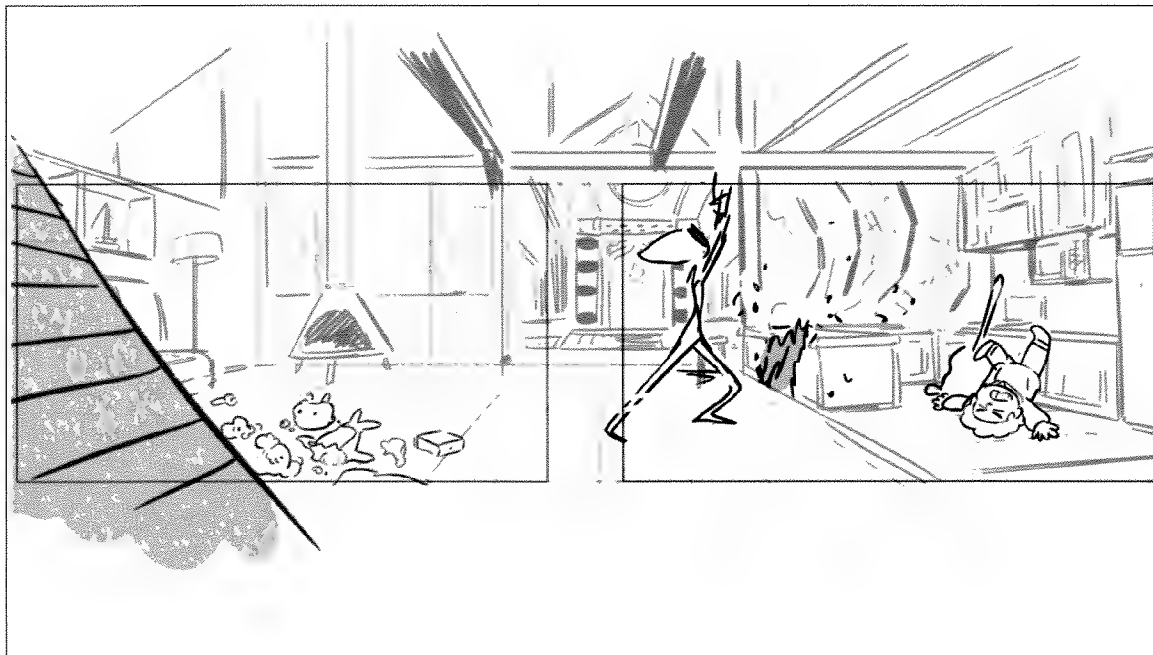
AUG 06 2015

1020.013

1020.013

1020.013

Scene	Panel
209	ant 15



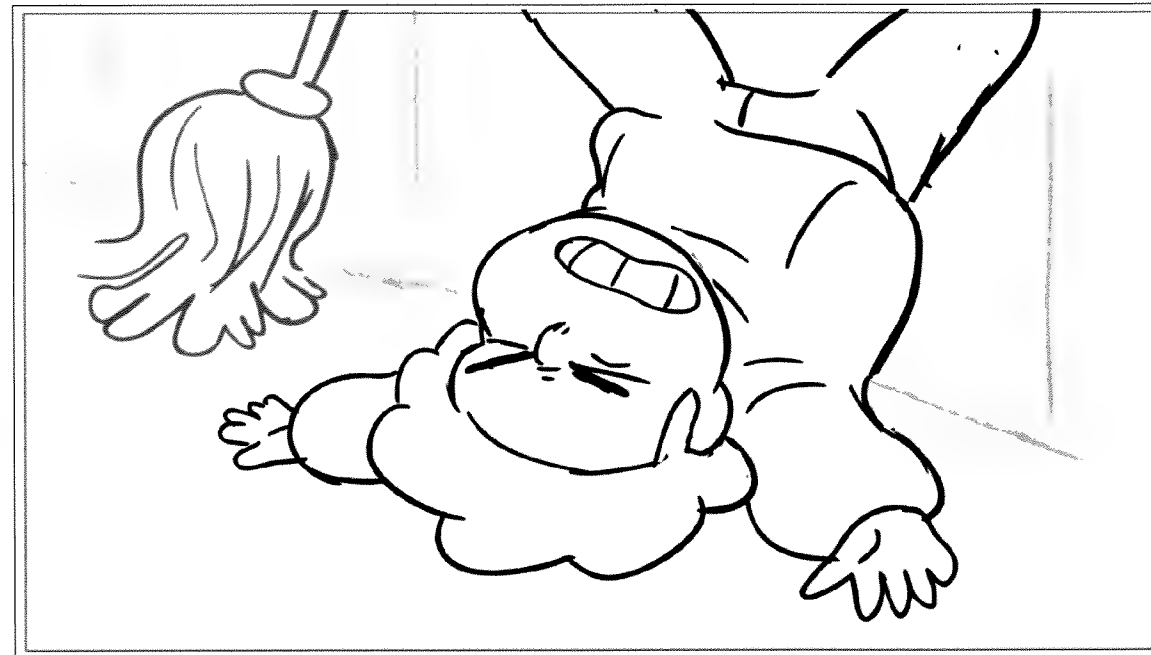
Action Notes

Steven lands on the ground next to mop.
Counter bits fall to ground.

Slugging

ADJ: 0.08

Scene	Panel
210	1



Slugging

0.12

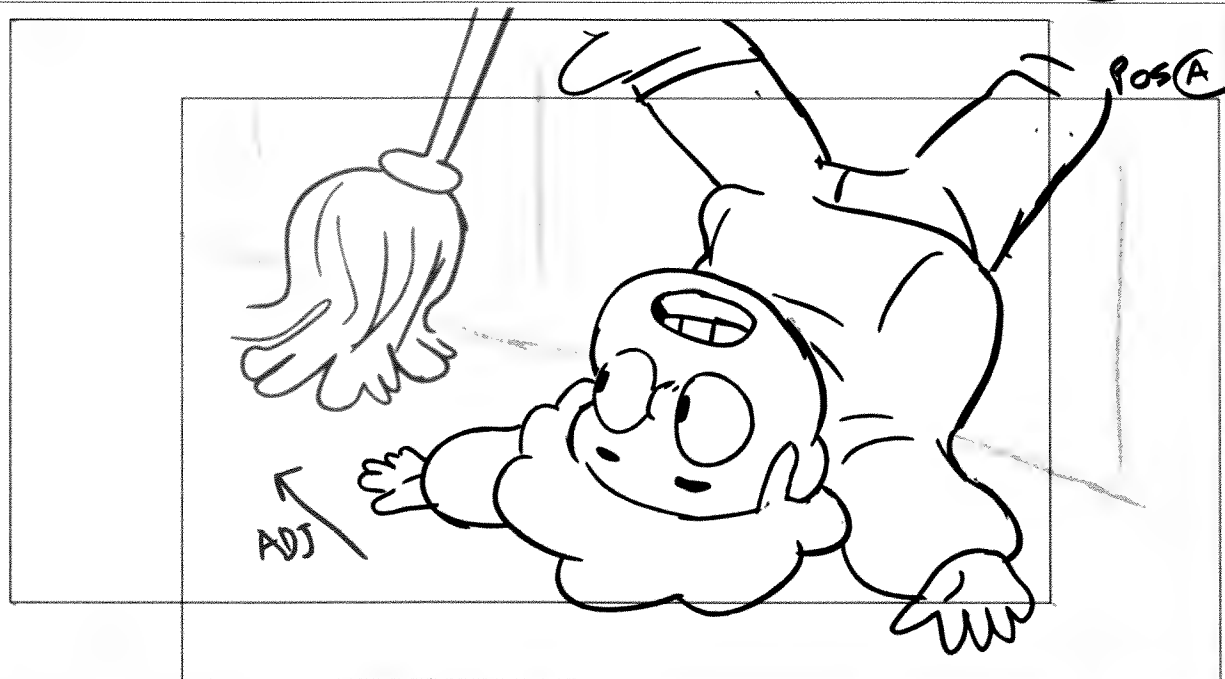
AUG 0 6 2013

1020.013

1020.013

1020.013

Scene 210 Panel 2
cont Pos (B)



Action Notes

Steven looks over at mop.
 camera ADJ NW.

Slugging

HOLD: 0.06
 Then ADJ: 0.05

Scene 210 Panel 3
cont



Action Notes

Steven reaches for the mop.

Slugging

0.13

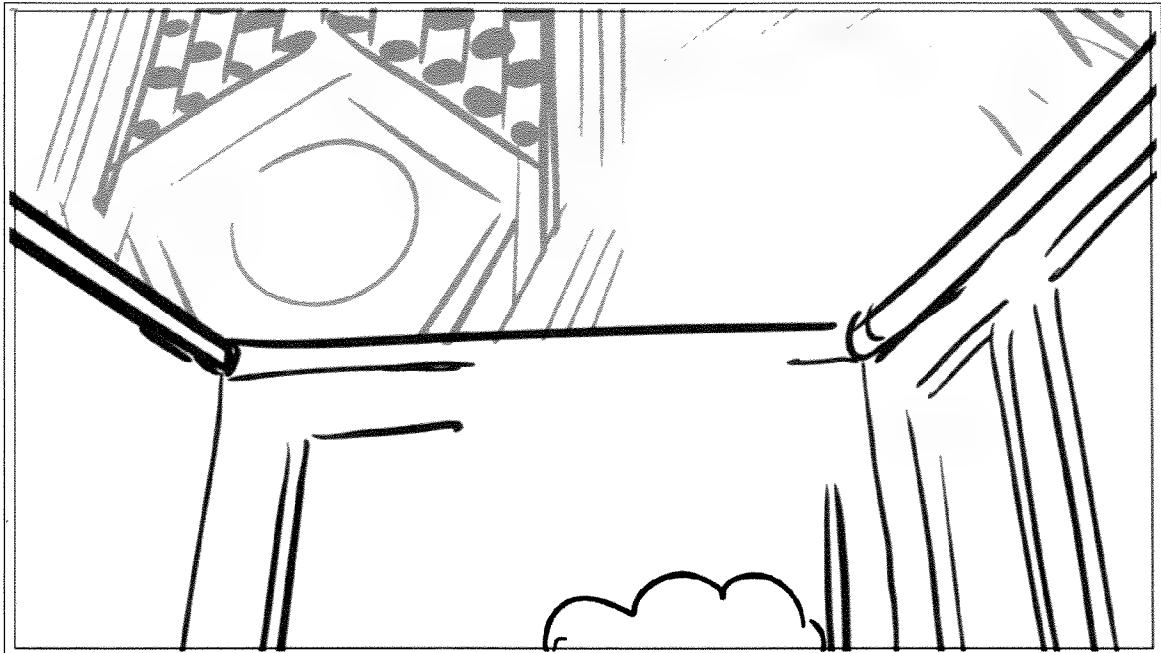
AUG 0 6 2013

1020.013

1020.013

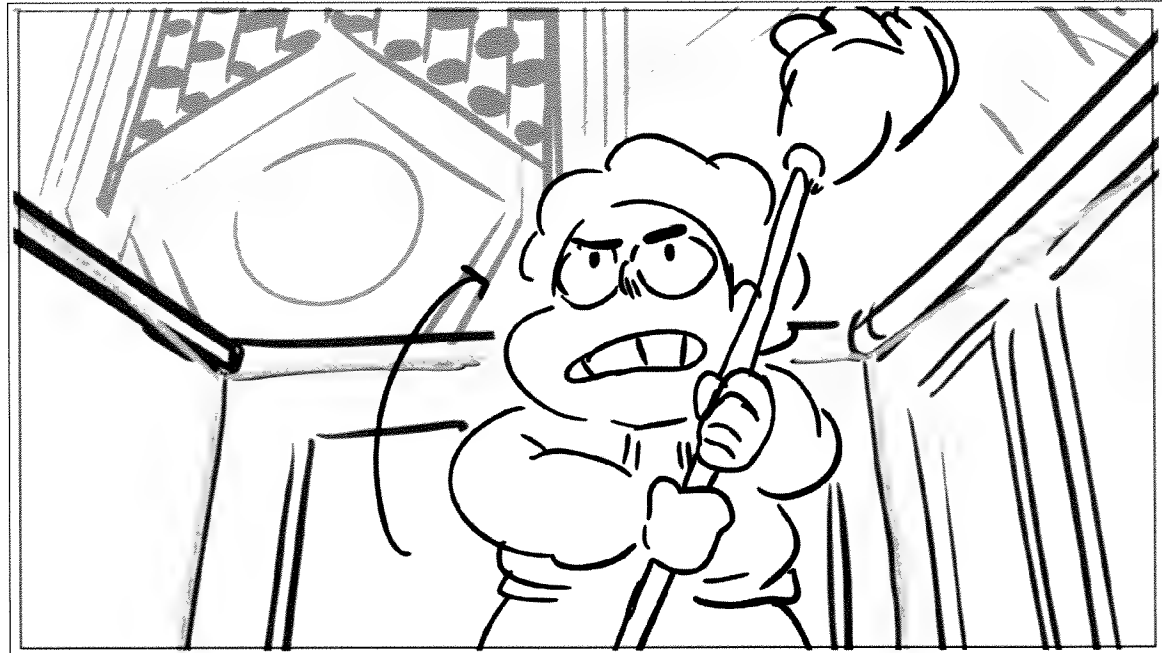
1020.013

Scene	Panel
211	1



Slugging
0.08

Scene	Panel
211	2



Action Notes
Steven pops up, mop head flops after him.

Slugging
0.10

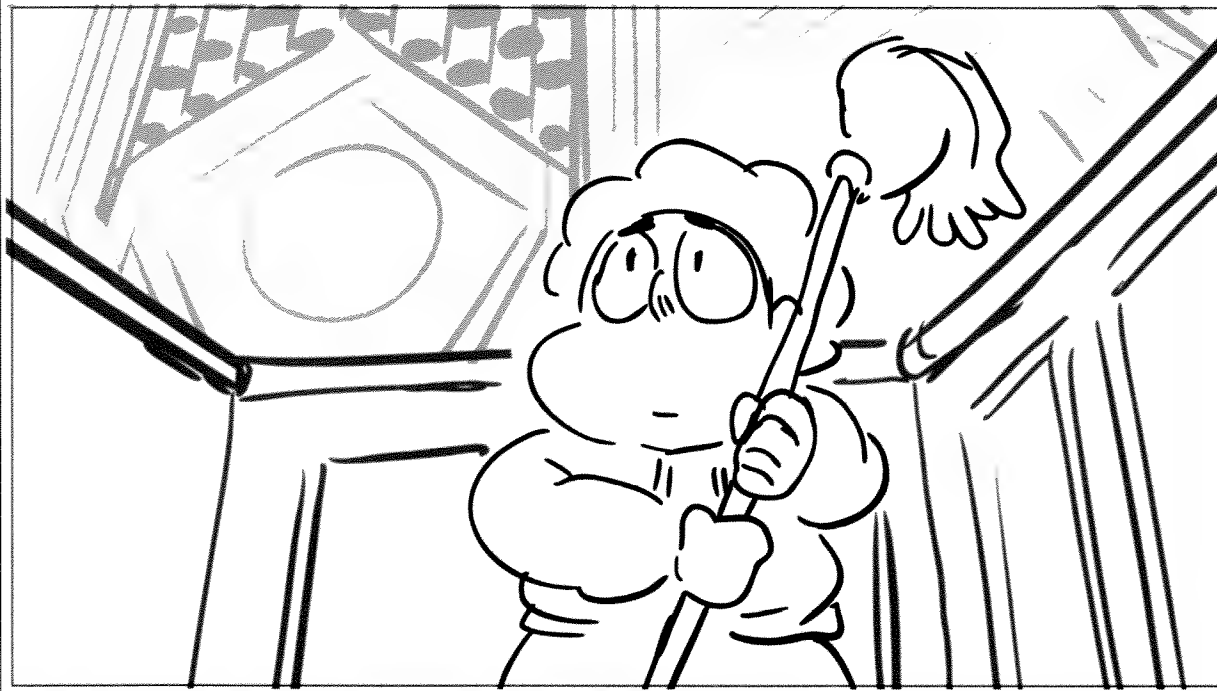
AUG 06 2013

1020.013

1020.013

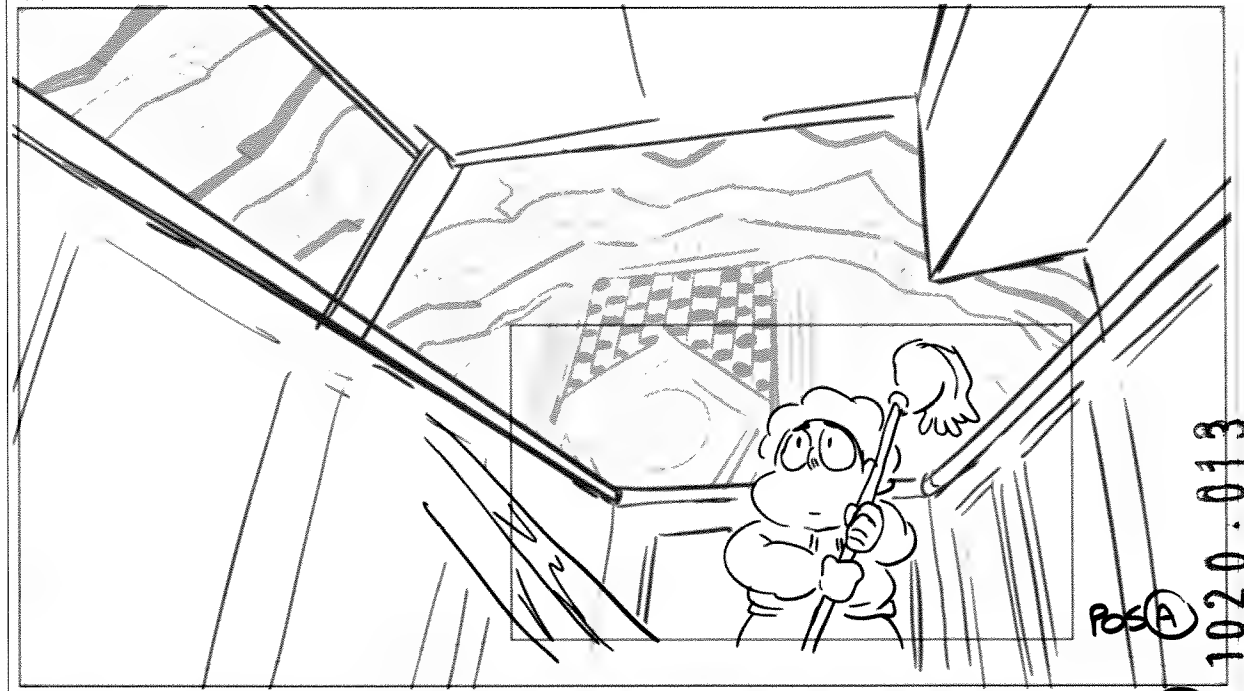
1020.013

Scene 211 Panel 3
CONT



Slugging
0.13

Scene 211 Panel 4
CONT



Action Notes
Camera starts to pull OUT.
Holo-Pearl's sword appears in bottom left frame.

Slugging
ADJ: 0.06

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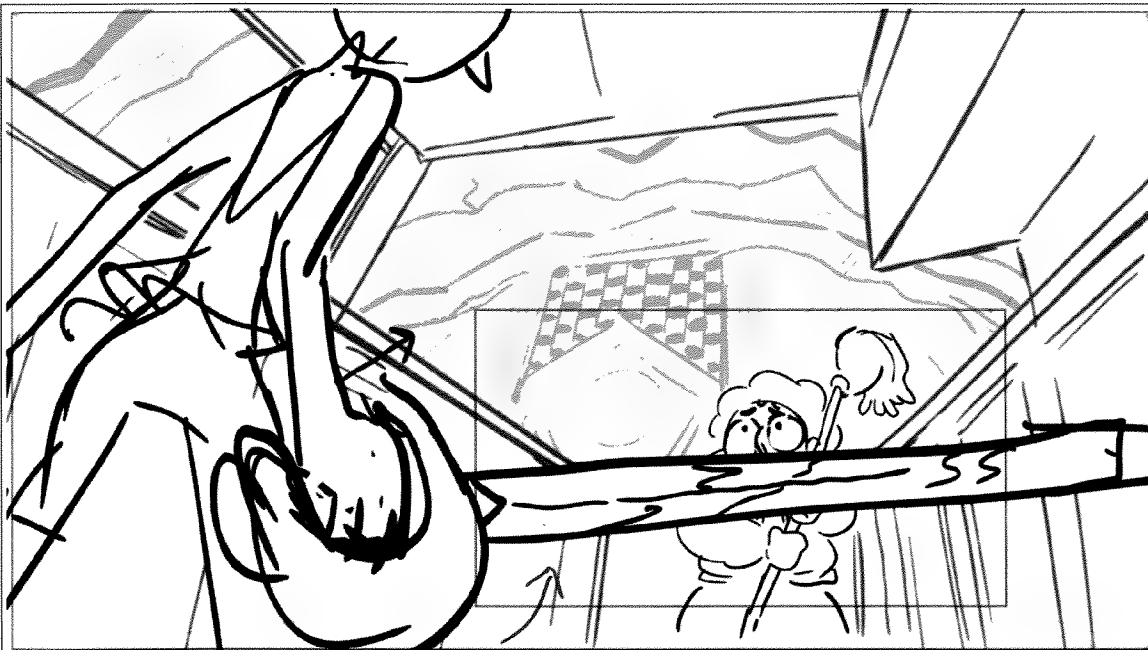
1020.013

1020.013
PDS A

PDS B

1020.013

Scene 211 Panel 5



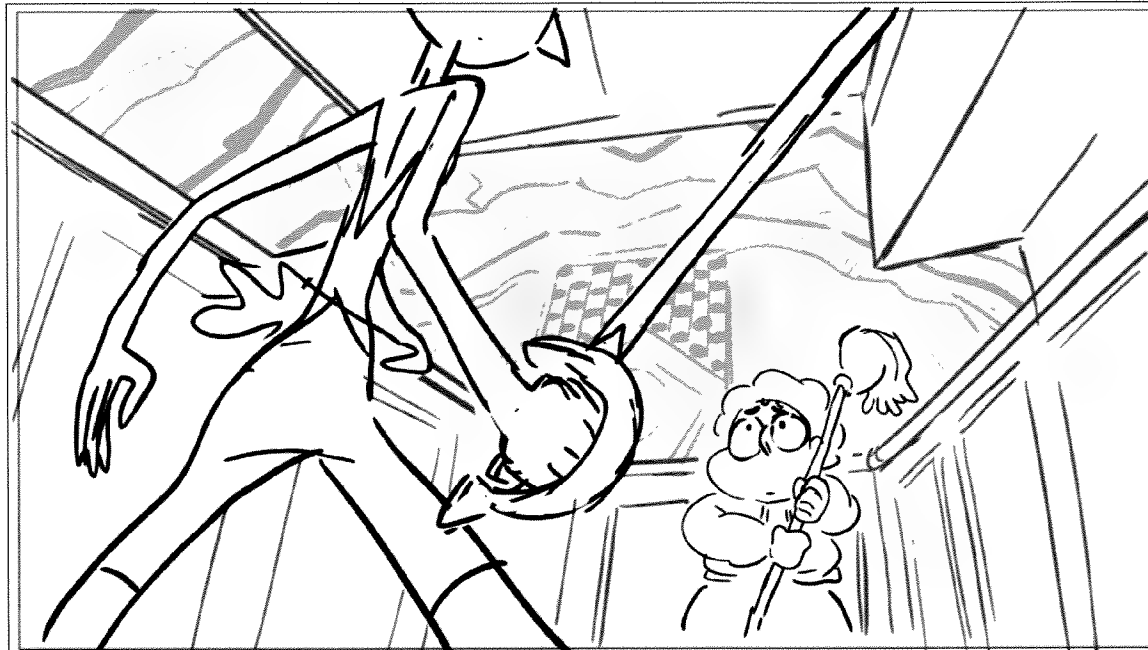
Action Notes

Camera pulls OUT sharply as Holo-Pearl steps forward.

Slugging

ADJ: 1.04

Scene 211 Panel 6



Action Notes

Holo-Pearl slowly raises sword.

Slugging

1.03

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1020.013

1020.013



Scene	Panel
212	1



Action Notes
Holo-Pearl slowly moves forward.

Slugging
0.09

Scene	Panel
212	cont 2



Action Notes
Holo-Pearl glitches, sword is unaffected.

Slugging
0.06

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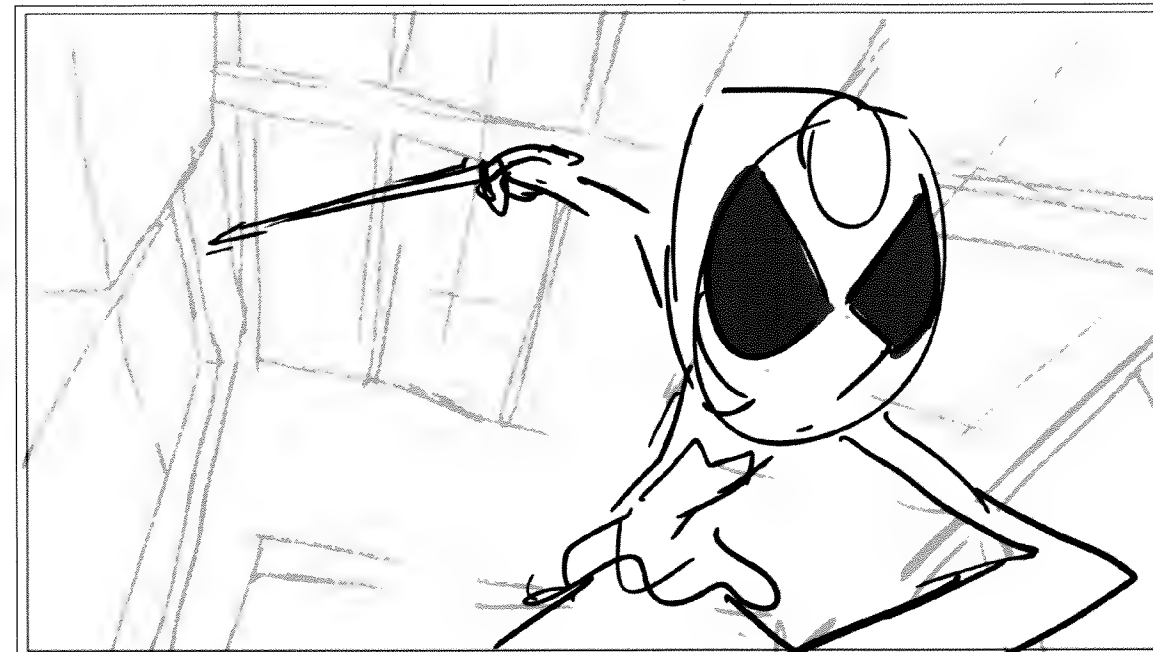
Scene	Panel
212	cont
	3



Slugging

Panels 3 + 4 = 0.06

Scene	Panel
212	cont
	4



Action Notes

Holo-Pearl leans in quickly, pulling sword back behind it.

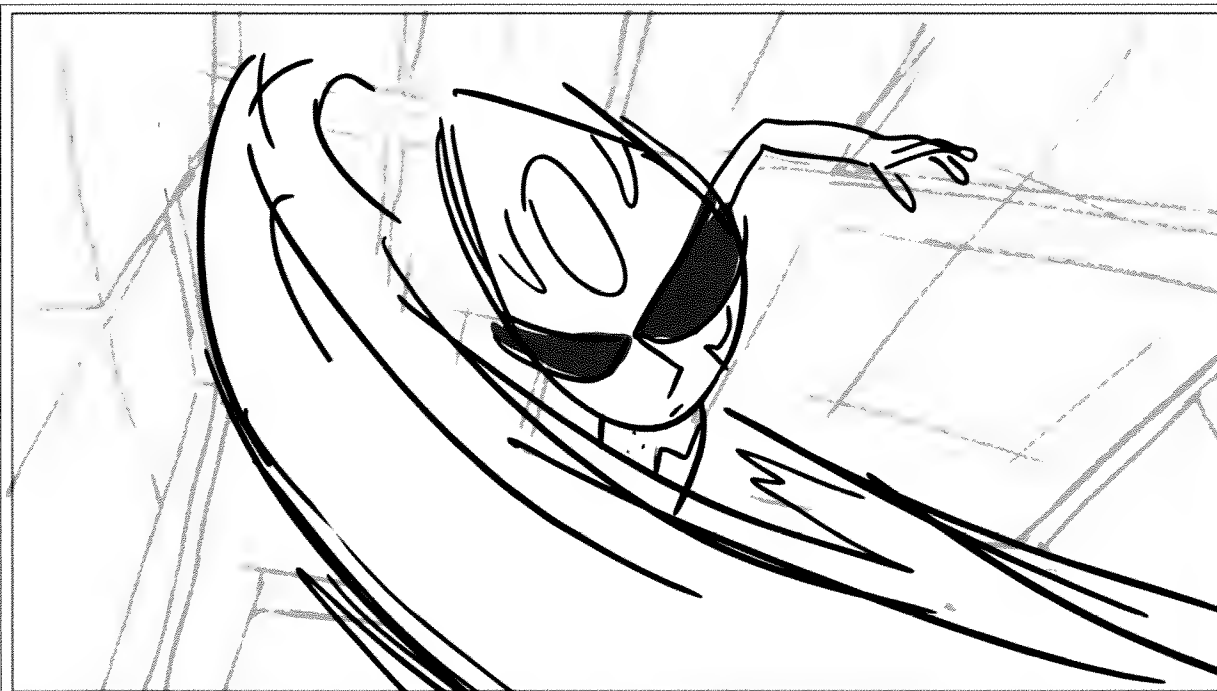
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1020.013

1020.013

Scene Panel
212 *cont* 5



Action Notes

Holo-Pearl swings sword down at camera, sword appears as a metallic blur.

Slugging

0.04

Scene Panel
213 1



Action Notes

Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging

0.04

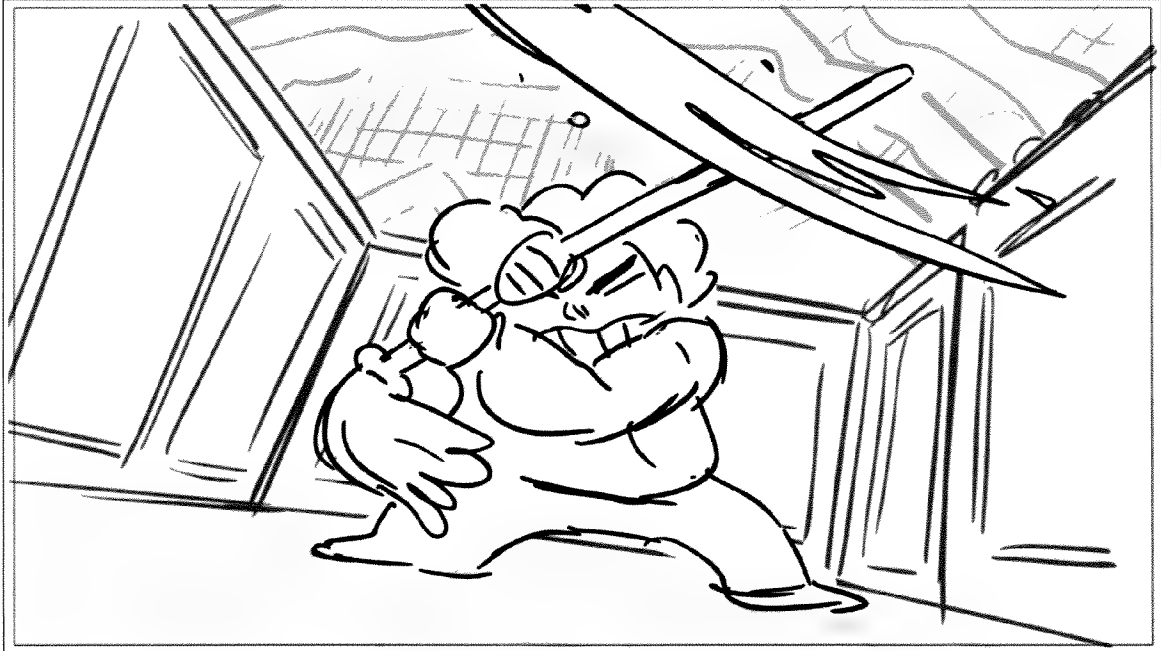
AUG 06 2013

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1020-013

1020-013

Scene	Panel
213	cont 2



Action Notes

Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging

0.04

Scene	Panel
213	cont 3



Action Notes

Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging

0.04

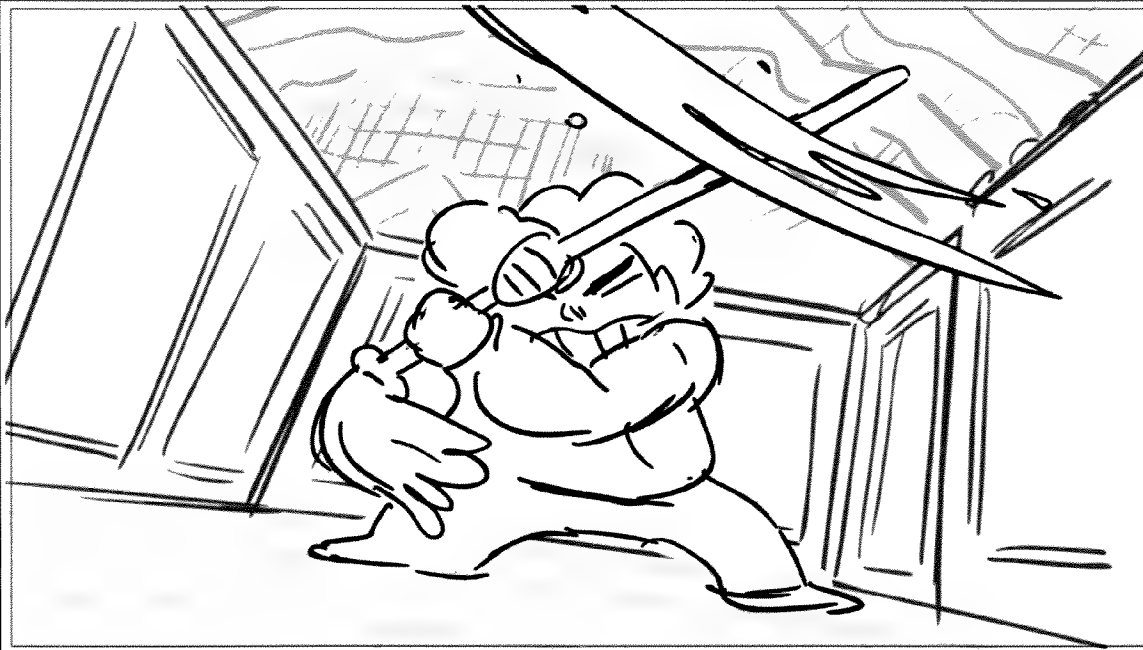
AUG 06 2013

1020.013

1020.013

1020 013

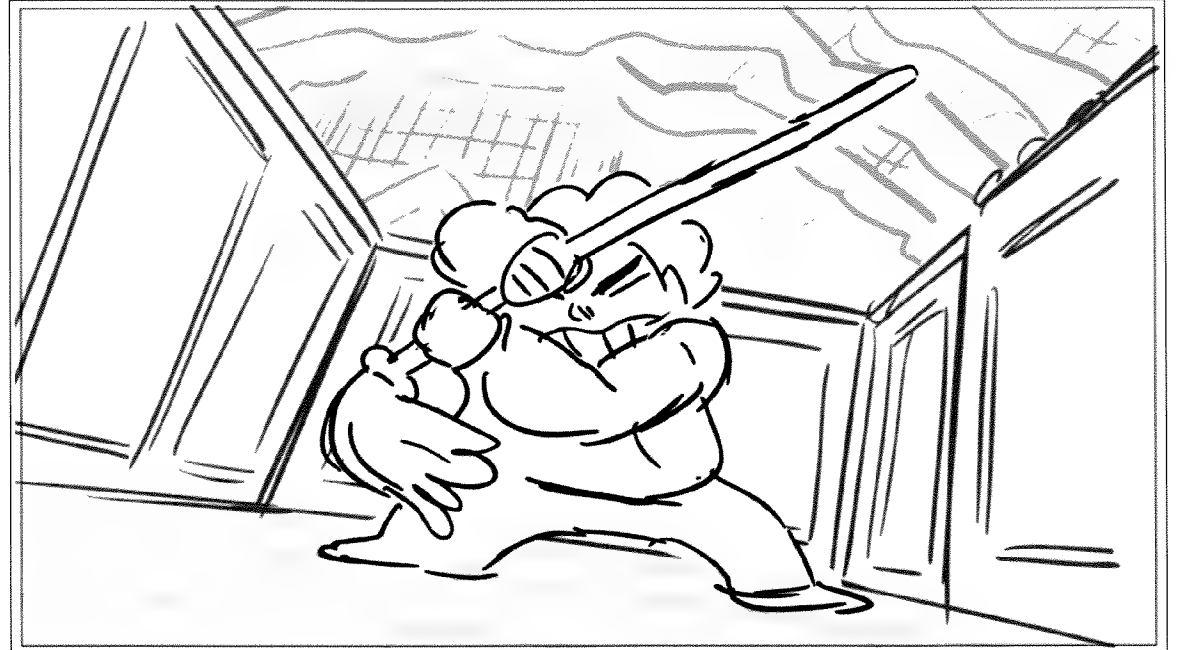
Scene 213 Panel 4



Action Notes
Steven blocks repeated sword strikes with end of mop, tiny wood splinters fly off.

Slugging
0.04

Scene 213 Panel 5



Action Notes
Hold for a beat.

Slugging
1.00

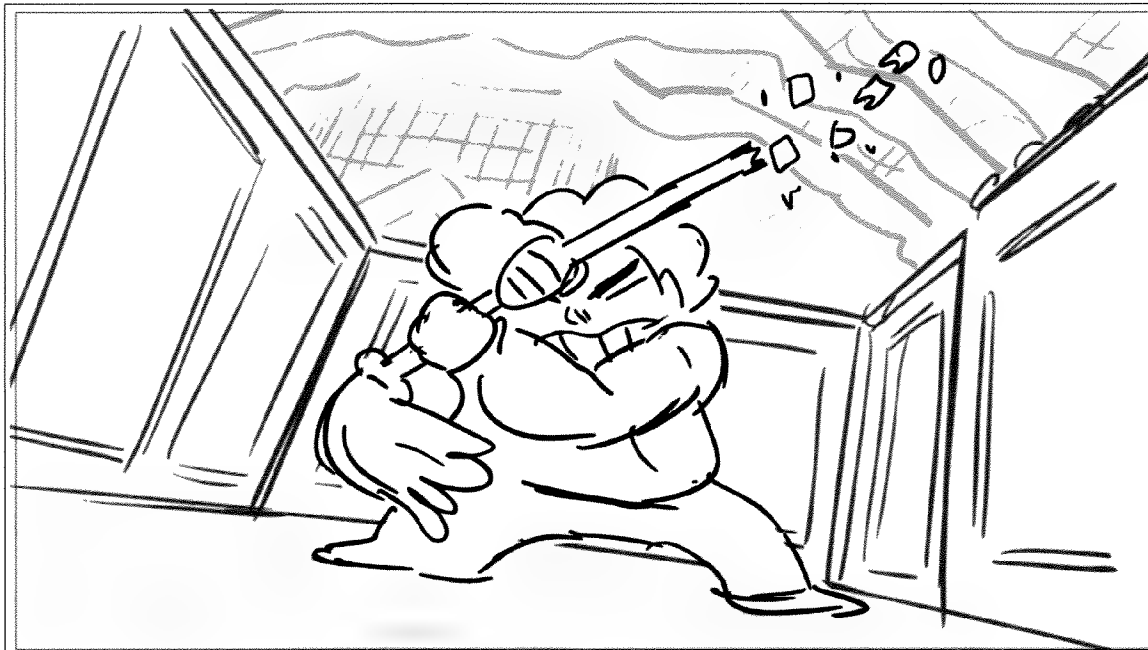
AUG 06 2013

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1020.013

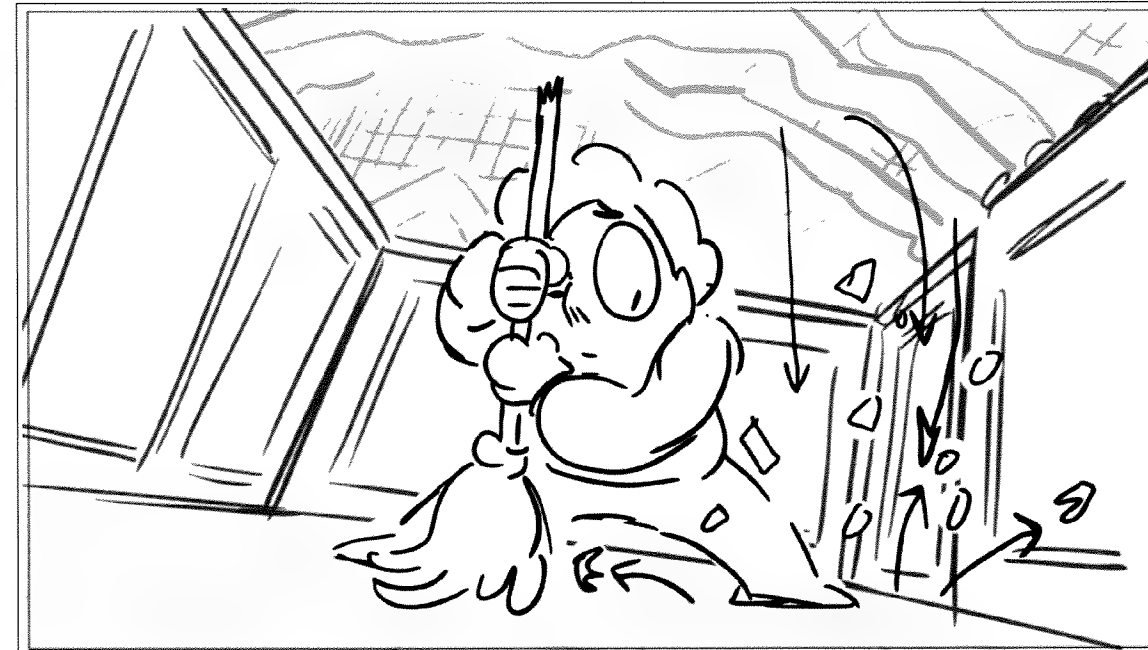
Scene	Panel
213	CONT 6



Action Notes
End of mop splits into multiple pieces.

Slugging
0.07

Scene	Panel
213	CONT 7



Action Notes
Mop bits fall and bounce off of floor.

Slugging
1.00

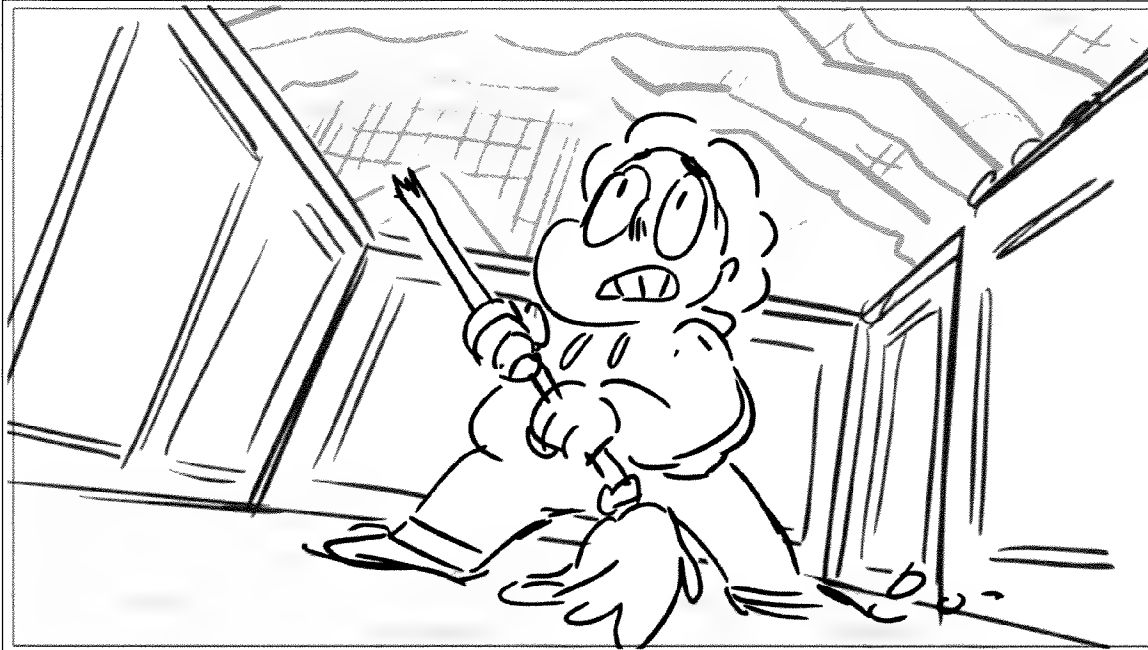
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1020.013

1020.013

Scene	Panel
213	CONT 8



Action Notes
Steven looks up in fright.

Slugging
0.12

Scene	Panel
213	CONT 9



Dialogue
STEVEN: AIEHH!!

Action Notes
Holo-Pearl swings sword at Steven, Steven dodges to the East.

Slugging
0.15

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1020.013

1020.013



Scene	Panel
214	1

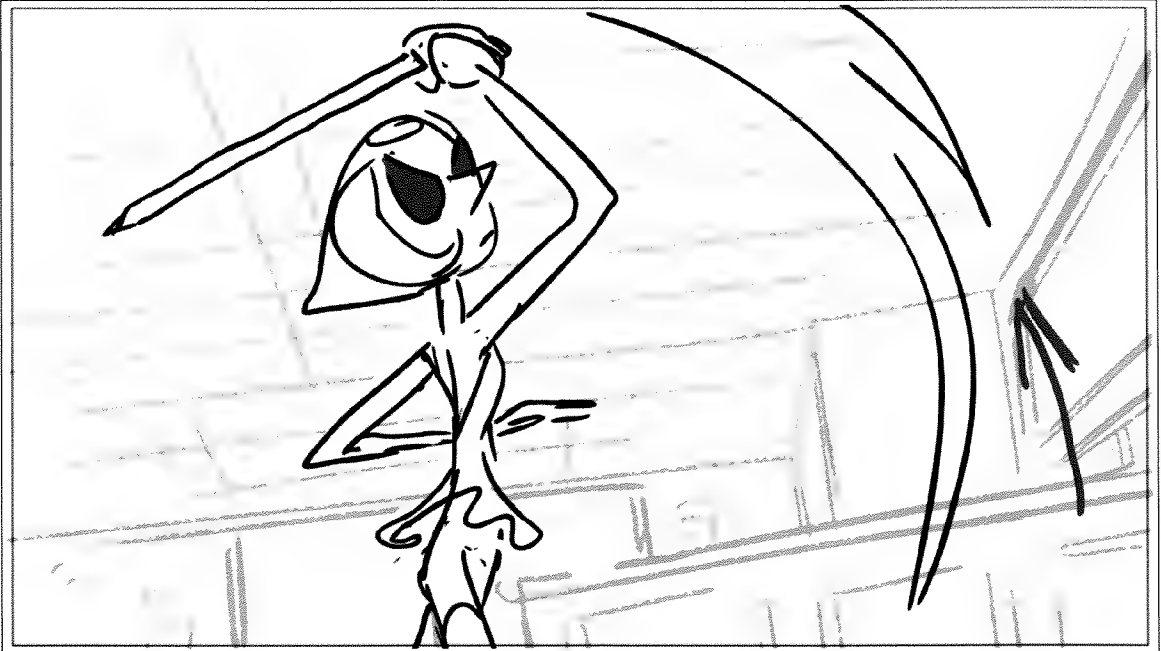


Dialogue
STEVEN (os): AIEHH!!

Action Notes
Holo-Pearl swings sword repeatedly at Steven.

Slugging
0.06

Scene	Panel
214	2



Slugging
0.08

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Scene	Panel
214	<i>cont</i>

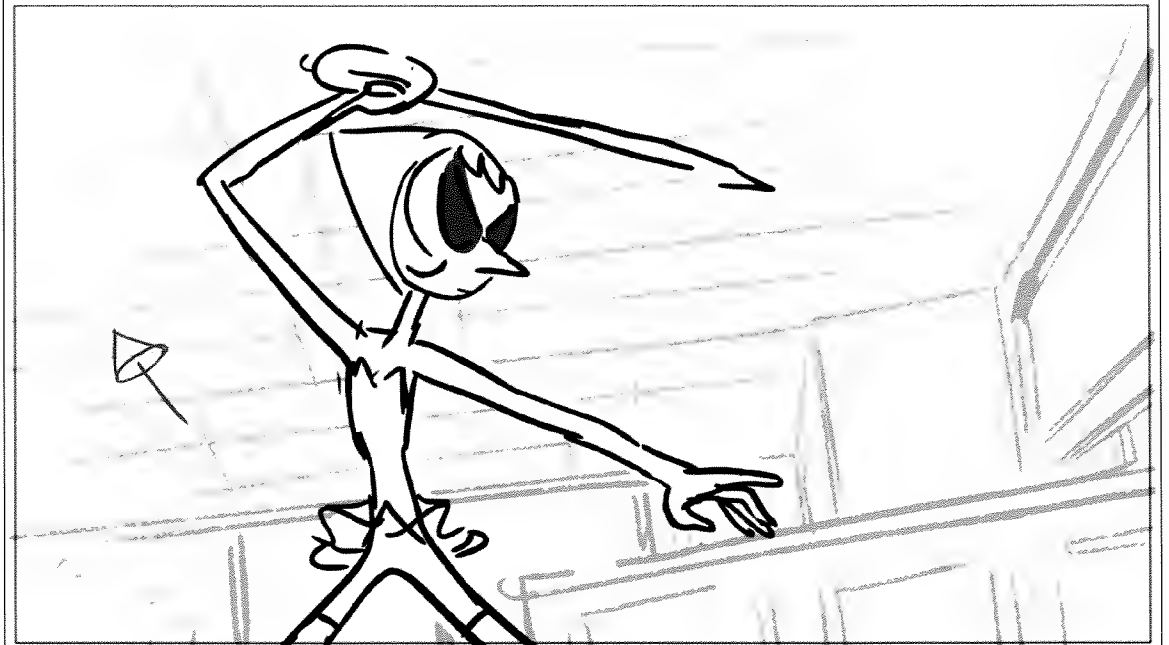
3



Slugging
0.10

Scene	Panel
214	<i>cont</i>

4



Slugging
0.06

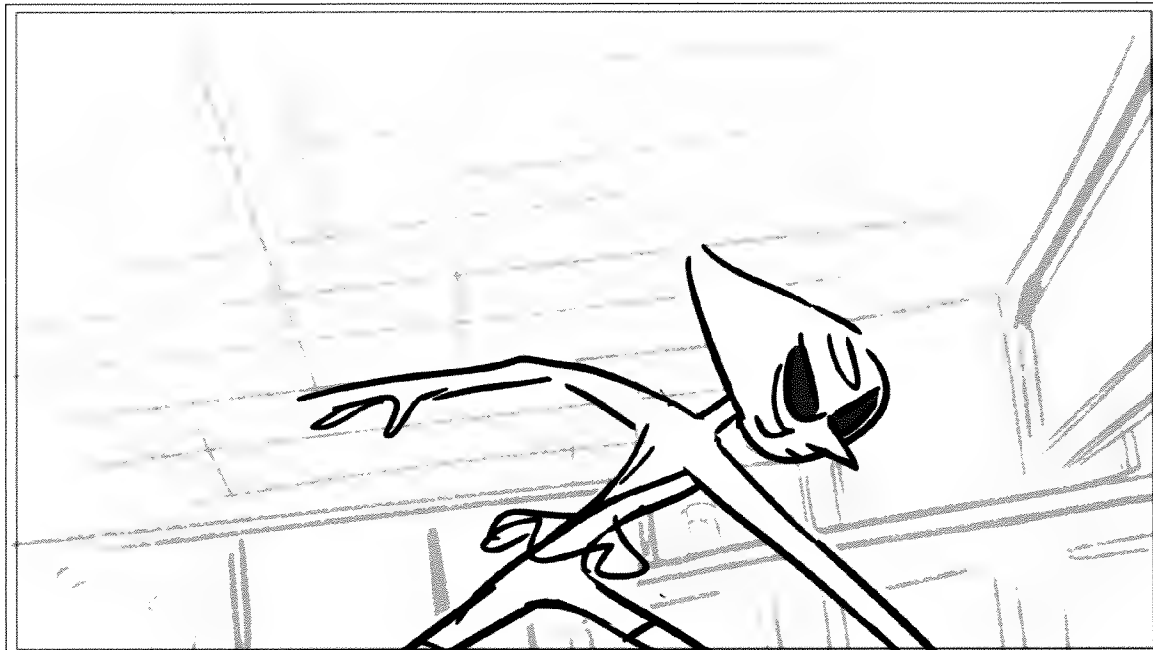
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1020.013

Scene	Panel
214	CONT



Slugging
0.04

Scene	Panel
215	1



Slugging
0.02

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Scene	Panel
215	CONT 2



Dialogue

STEVEN: Ahh!!

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Slugging

0.12

Scene	Panel
215	CONT 3



Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

0.04

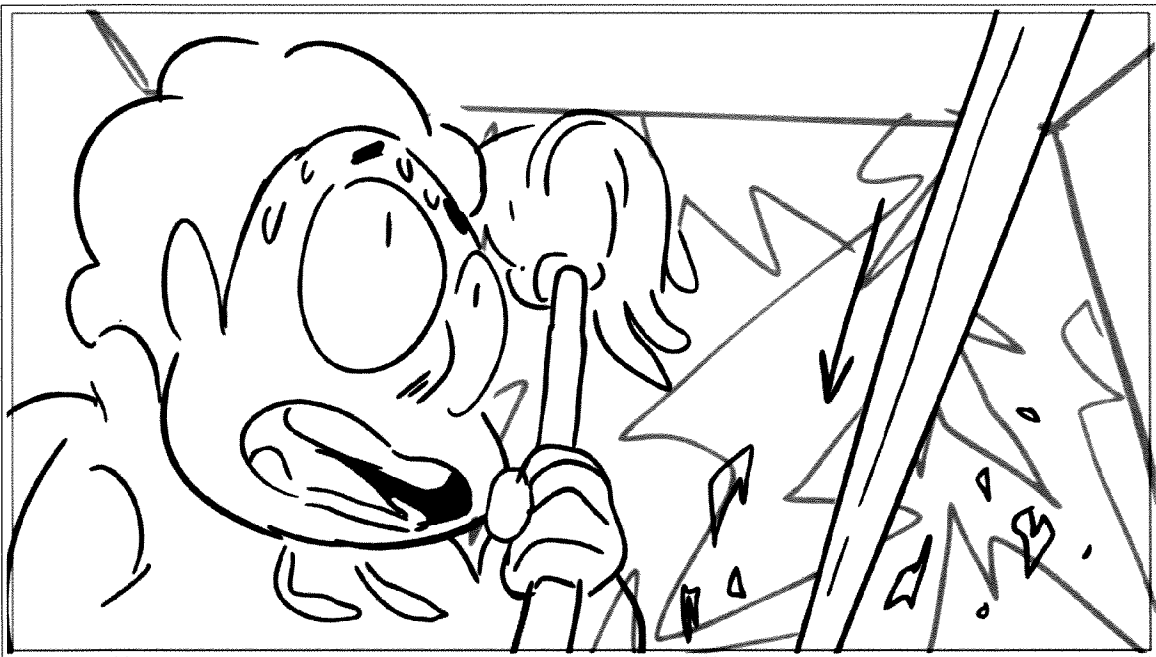
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1020.013

1020.013

Scene	Panel
215	4



Dialogue

STEVEN: Pearl!!

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Slugging

1.02

Scene	Panel
215	5



Dialogue

STEVEN: I should have...

Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

1.04

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1020.013

Scene	215	Panel	6
<p>Dialogue</p> <p>STEVEN: ...just...</p>			
<p>Action Notes</p> <p>Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air. Steven closes his eyes.</p>			
<p>Slugging</p> <p>0.14</p>			

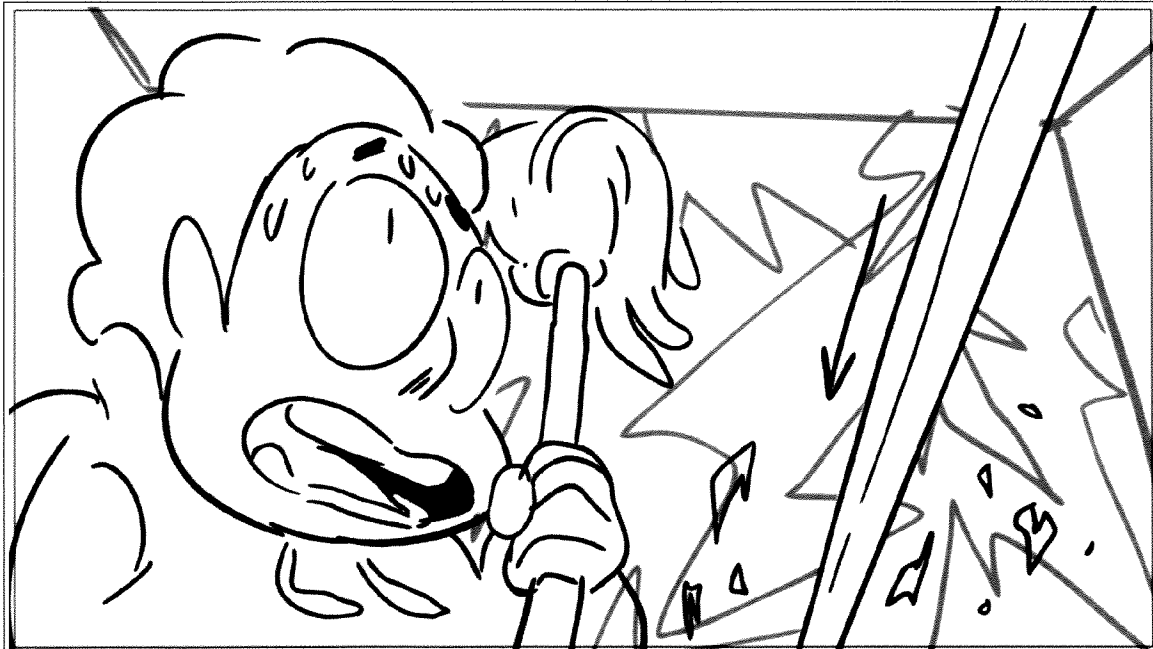
Scene	215	Panel	7
<p>Action Notes</p> <p>Holo-Pearl draws sword back OUT of frame.</p>			
<p>Slugging</p> <p>0.06</p>			
<p>AUG 06 2013</p>			

1020.013

1020.013

Scene	Panel
215	<i>cont</i>

8



Dialogue

STEVEN: ... waited for you to...

Action Notes

Holo-Pearl stabs sword IN, but Steven dodges out of the way, wood chips and splinters fly into the air.

Slugging

1.02

Scene	Panel
215	<i>cont</i>

9



Dialogue

STEVEN: ...come back!

Action Notes

Holo-Pearl draws sword back OUT of frame.

Slugging

1.02

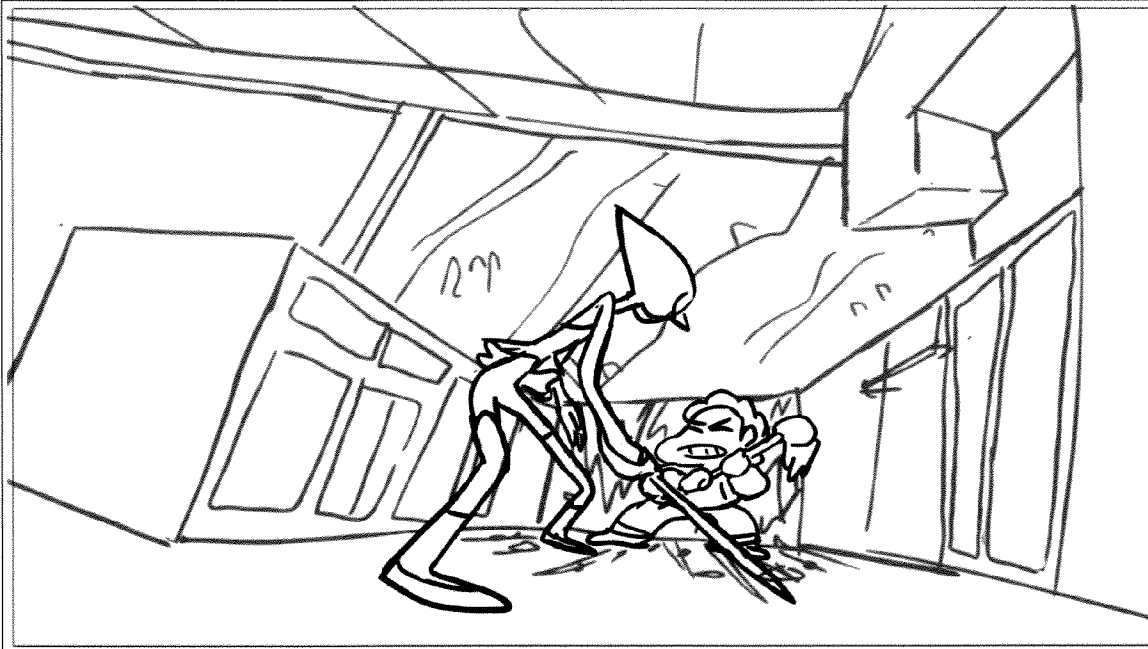
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1020.013

1020.013

Scene	Panel
216	1

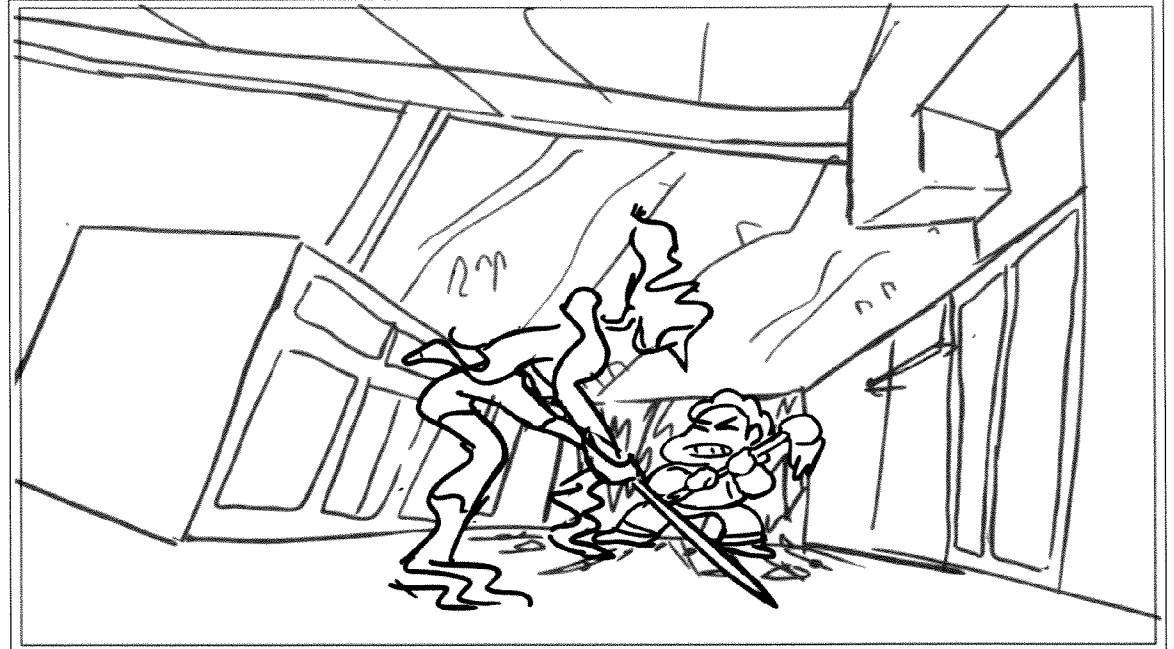


Dialogue
STEVEN: I...

Action Notes
Freaky forced perspective layout.

Slugging
0.04

Scene	Panel
216	2



Dialogue
STEVEN: ...should...

Action Notes
Holo-Pearl glitches as it moves backwards, sword is unaffected.

Slugging
0.06

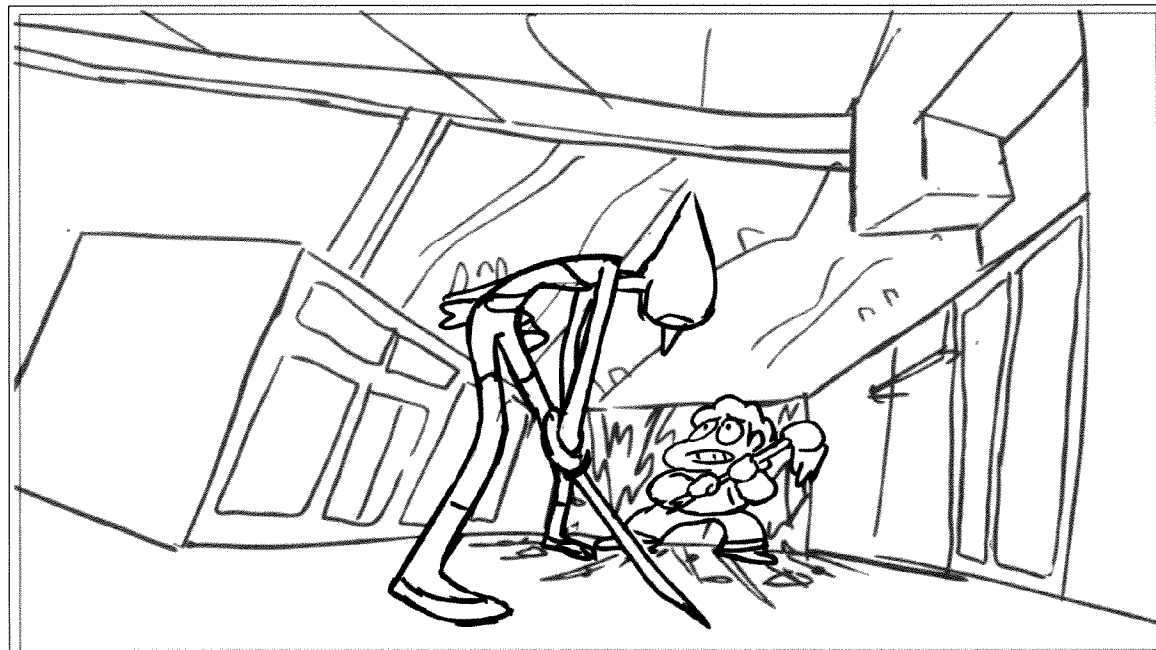
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1020.013

1020.013

1020.013

Scene	216	Panel	3
		<i>cont</i>	



Dialogue

STEVEN: ...have...

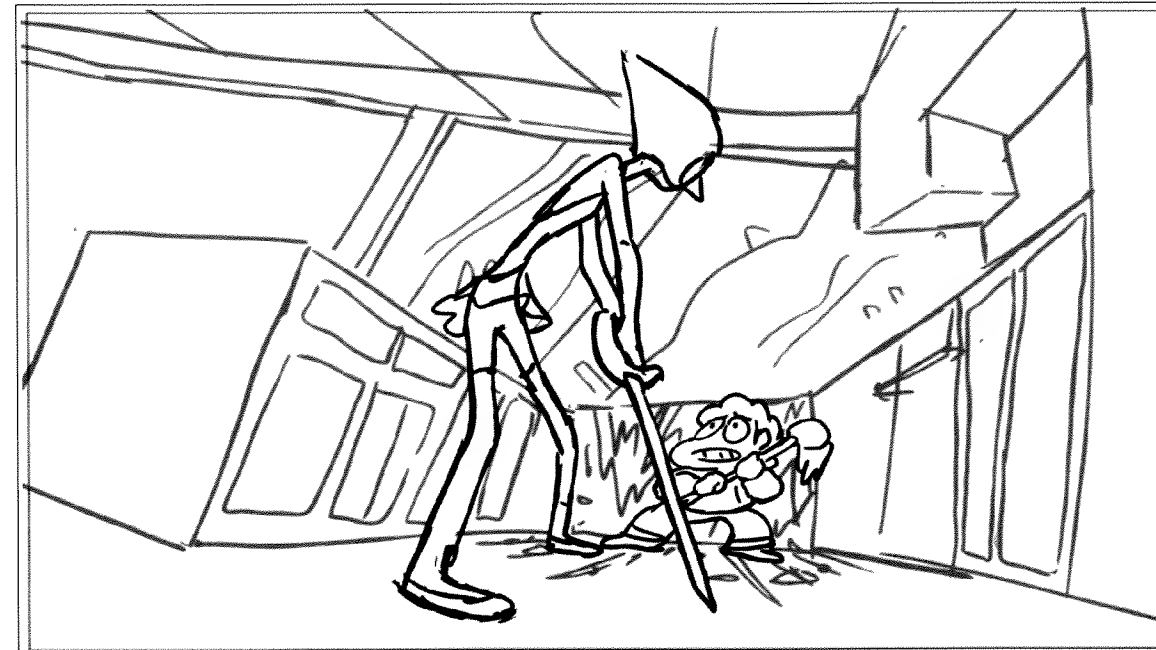
Action Notes

Holo-Pearl hangs its head limply as it stands up.

Slugging

0.04

Scene	216	Panel	4
		<i>cont</i>	



Slugging

0.04

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1020-013

1020-013

1020.013

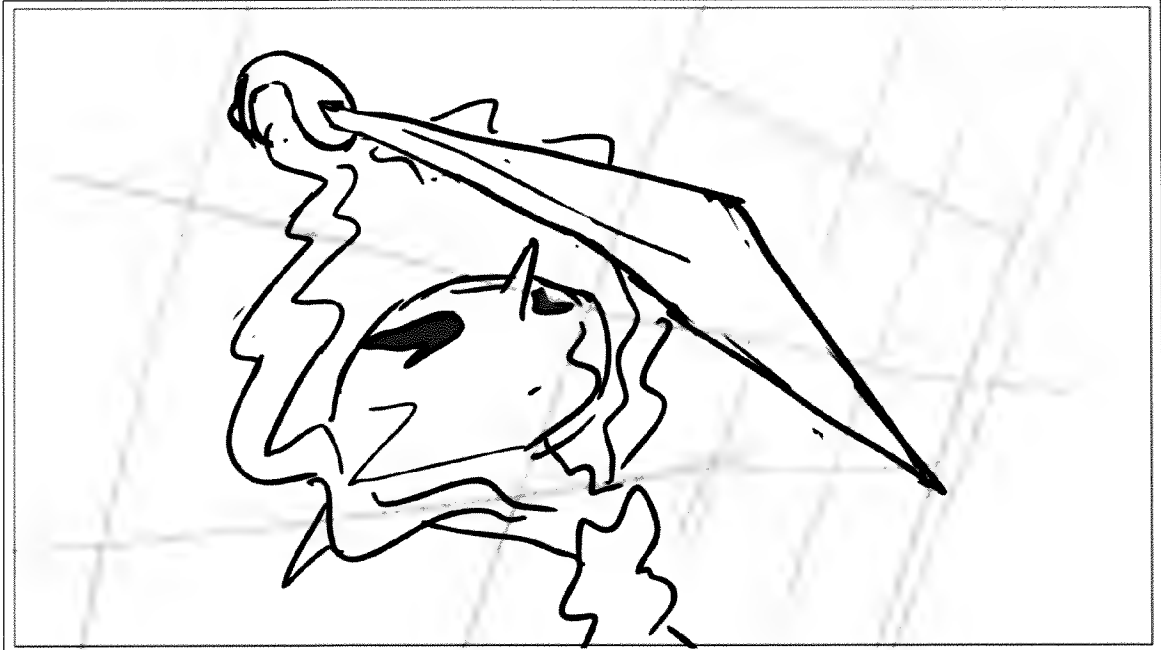
Scene	217	Panel	1
			
Dialogue STEVEN: ...waited..			
Action Notes Camera look up at Holo-Pearl.			
Slugging 0.04			

Scene	217	Panel	2
			
Dialogue STEVEN: ...for...			
Slugging 0.12			
AUG 0 6 2013			

1020.013



Scene	Panel
217	<i>CONT</i>



Action Notes
Holo-Pearl glitches, sword is unaffected.

Slugging
0.06

Scene	Panel
217	<i>CONT</i>



Slugging
0.12

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1020.013

Scene 218 Panel 1



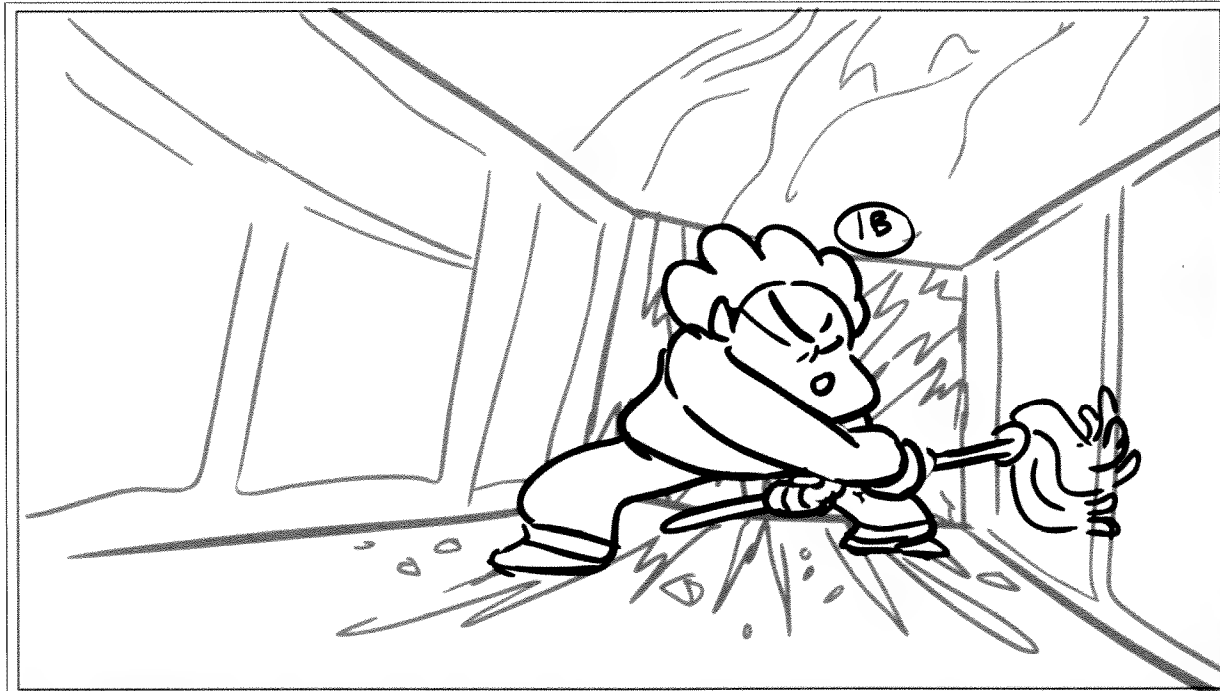
Dialogue

STEVEN: AH! The perfect moment!!

Slugging

2.10

Scene 219 Panel 1



Dialogue

STEVEN: Boomerang...

Slugging

1.11

Notes

H.U. Steven to previous scene.



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Scene	Panel
219	CONT 2



Dialogue

STEVEN: BLADE!


Action Notes

Steven throws mop and it turns into a spinning disc shape.

Slugging

1.10

Scene	Panel
220	1



Action Notes

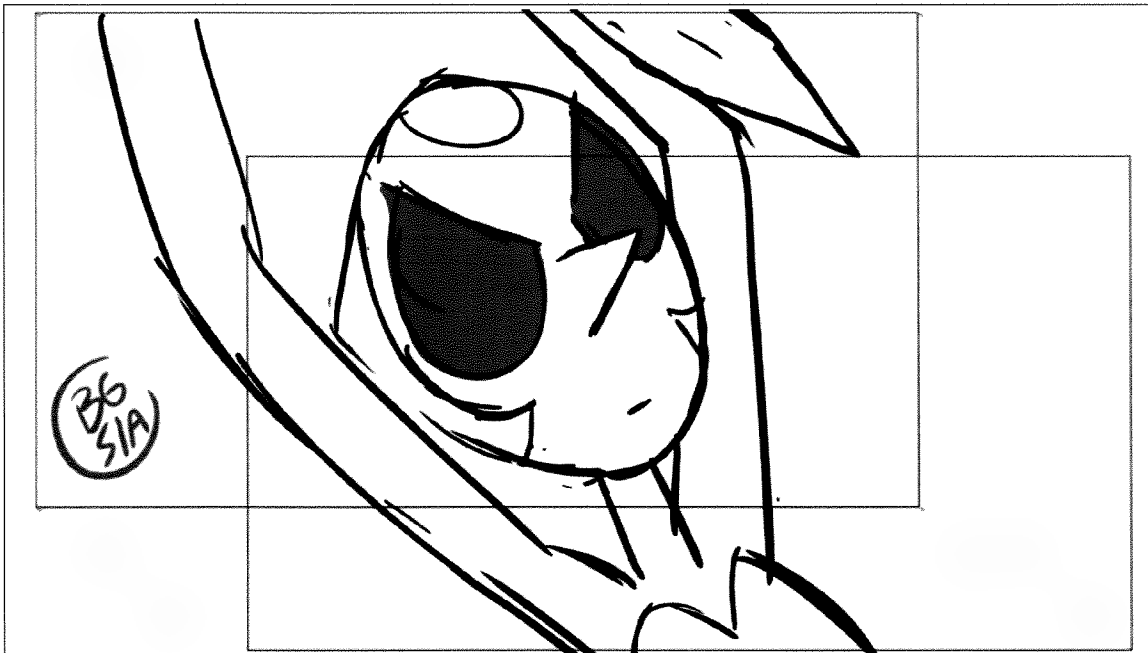
Camera ADJ NW.

Slugging

ADJ: 0.08

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Scene	220	Panel	2
		<i>cont</i>	



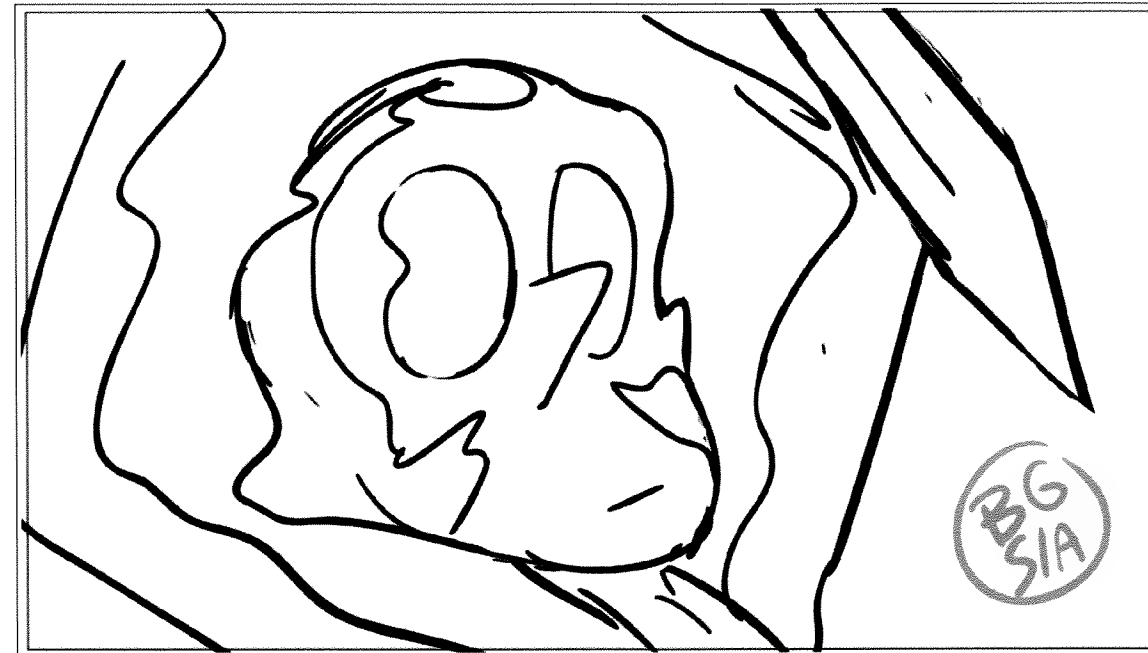
Action Notes

Holo-Pearl leans forward to strike, its sword moves upwards with a slight delay.

Slugging

ADJ: 0.13

Scene	220	Panel	3
		<i>cont</i>	



Action Notes

Suddenly Holo-Pearl glitches and its eyes return to normal, sword is unaffected.

Slugging

0.06

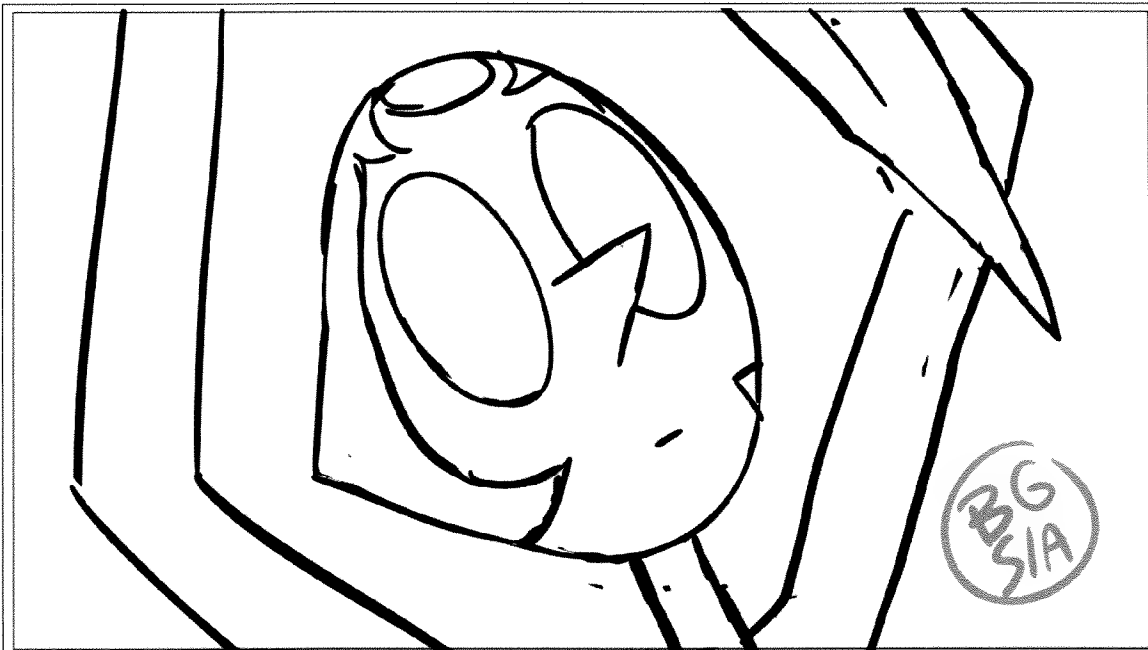
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1020.013

1020.013

Scene	Panel
220	cont
	4



Slugging
1.14

Scene	Panel
221	
	1



Dialogue
STEVEN: *panting*

Action Notes
Steven pants.

Slugging
2.12

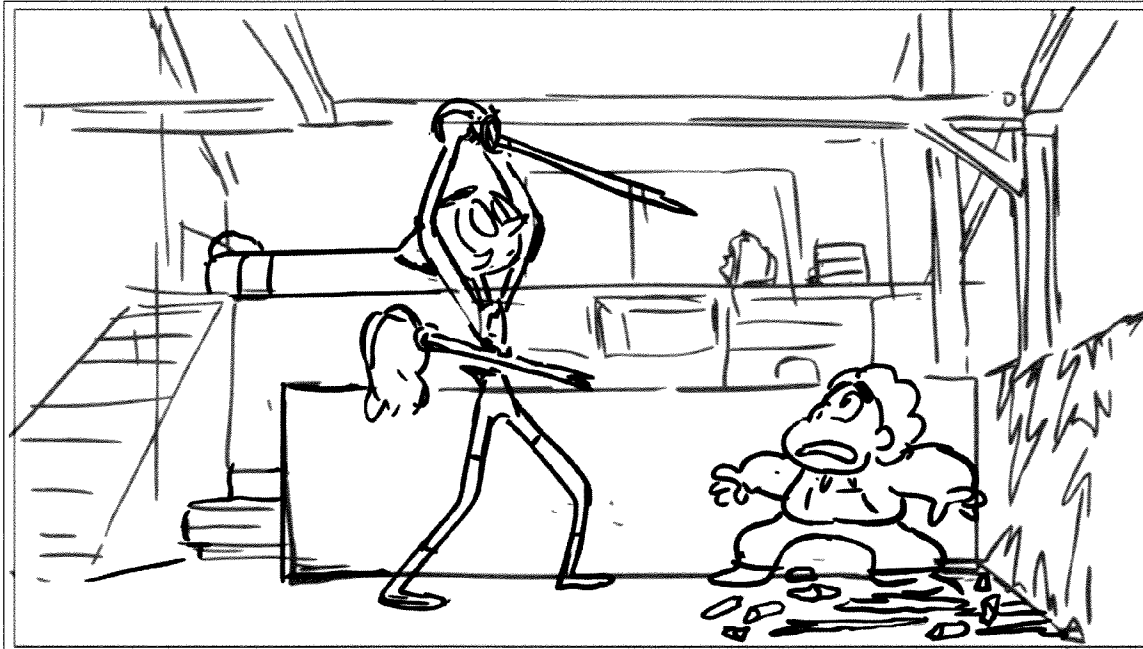
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1020.013

1020.013

1020.013

Scene 222 Panel 1

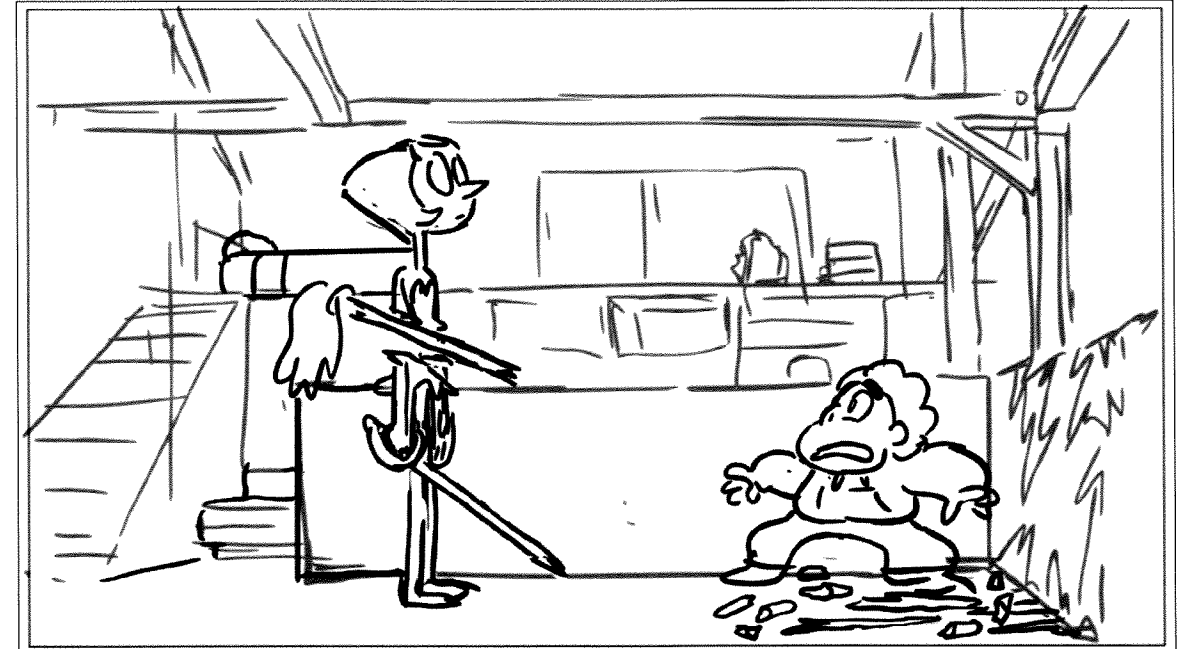


Action Notes
Hold for a beat.

The broom is stuck through the middle of Holo-Pearl.

Slugging
2.01

Scene 222 *cont* Panel 2



Action Notes
Holo-Pearl steps back.

Slugging
0.14

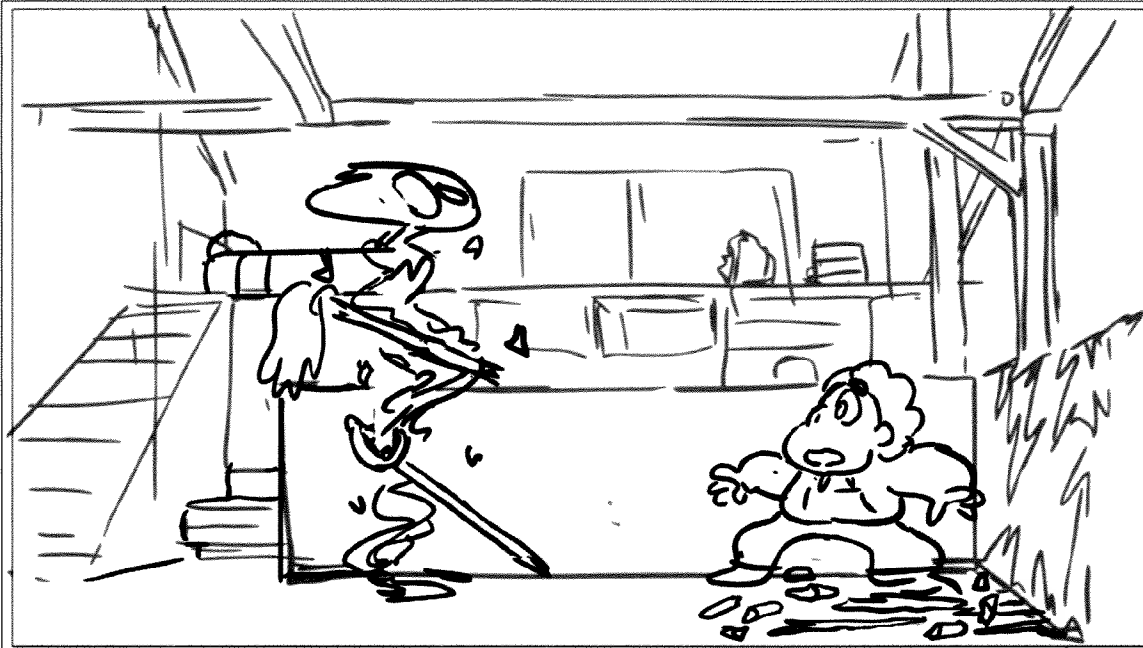
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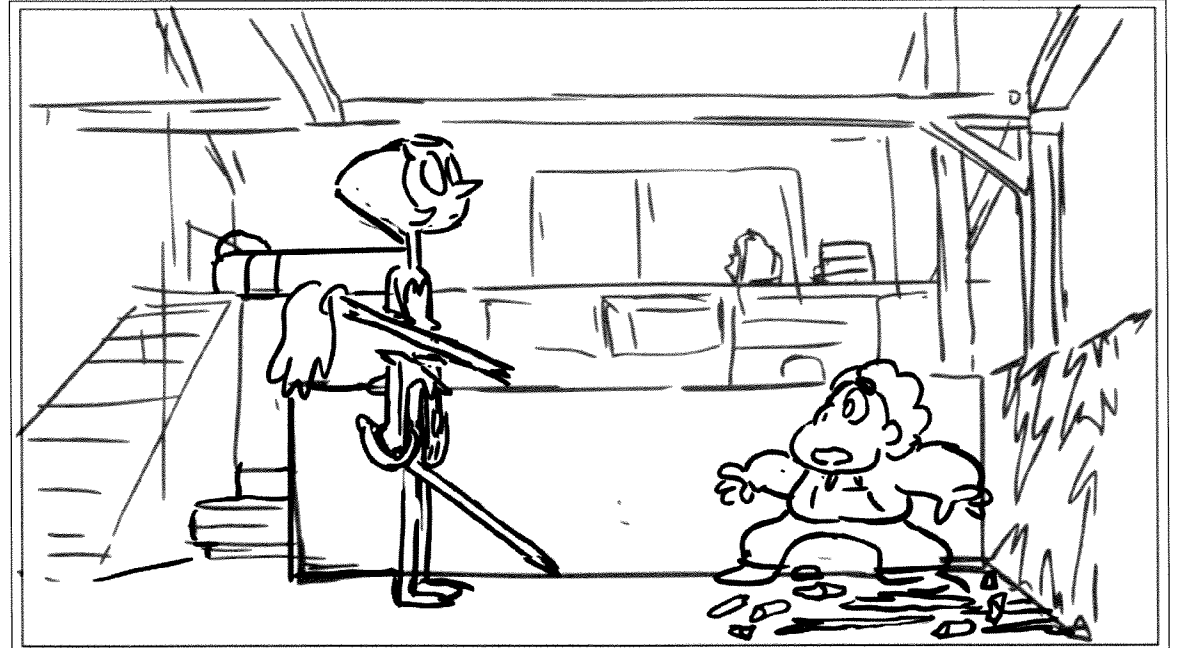
Scene	Panel
222	cont 3



Action Notes
Holo-Pearl glitches, sword and mop are unaffected.

Slugging
0.08

Scene	Panel
222	cont 4



Slugging
1.01

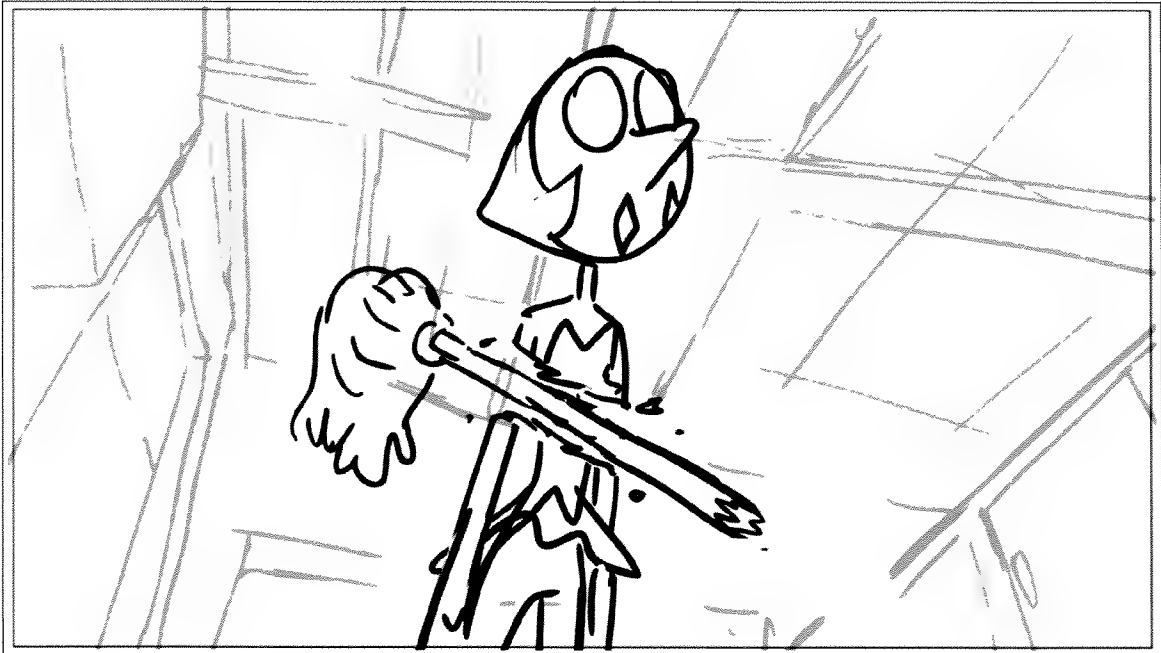
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Scene	Panel
223	1



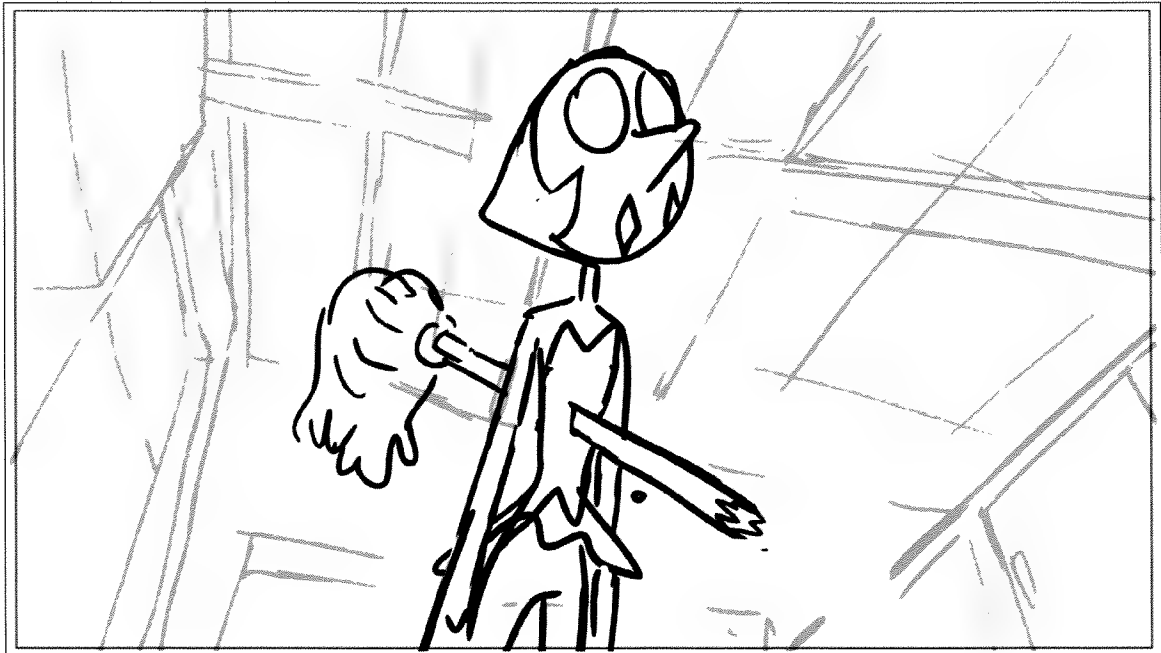
Dialogue
HP: Challenger wins.

Action Notes
The area where the mop is sticking through Holo-Pearl glitches on and off.

Slugging
Panels 1 to 3 x 1.5 = 1.13

Total Frames for cycle: 3.02

Scene	Panel
223	2



Dialogue
HP: Do you wish to duel again?

Action Notes
The area where the mop is sticking through Holo-Pearl glitches on and off.

Slugging
0.07

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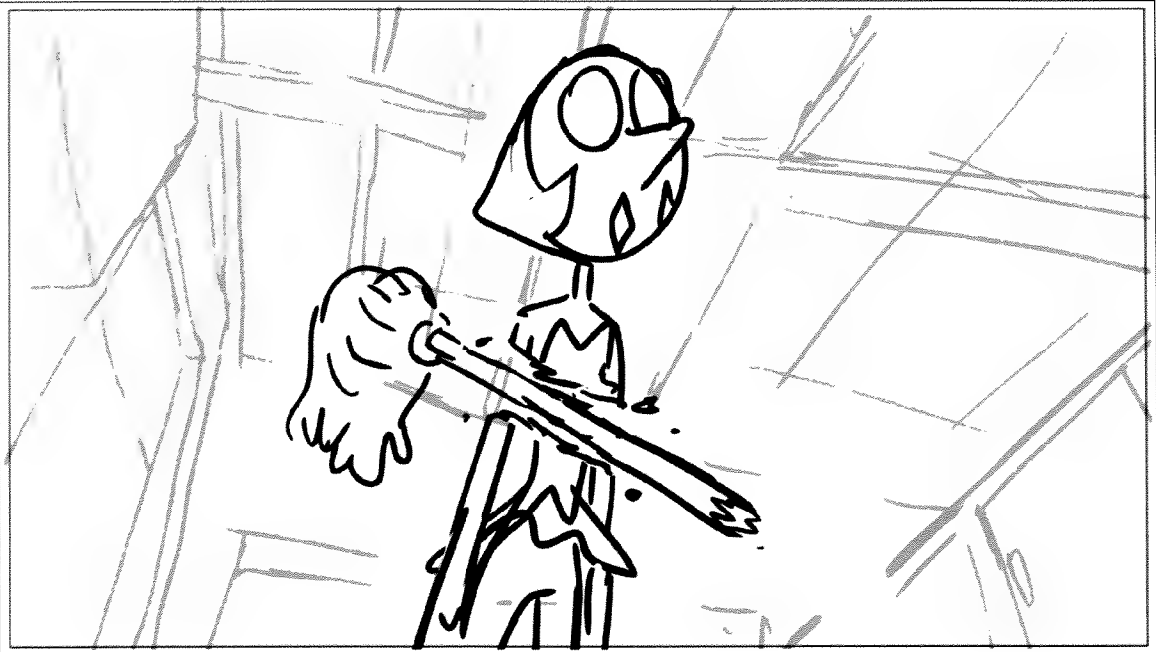
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Scene	Panel
223	<i>CONT</i> 3



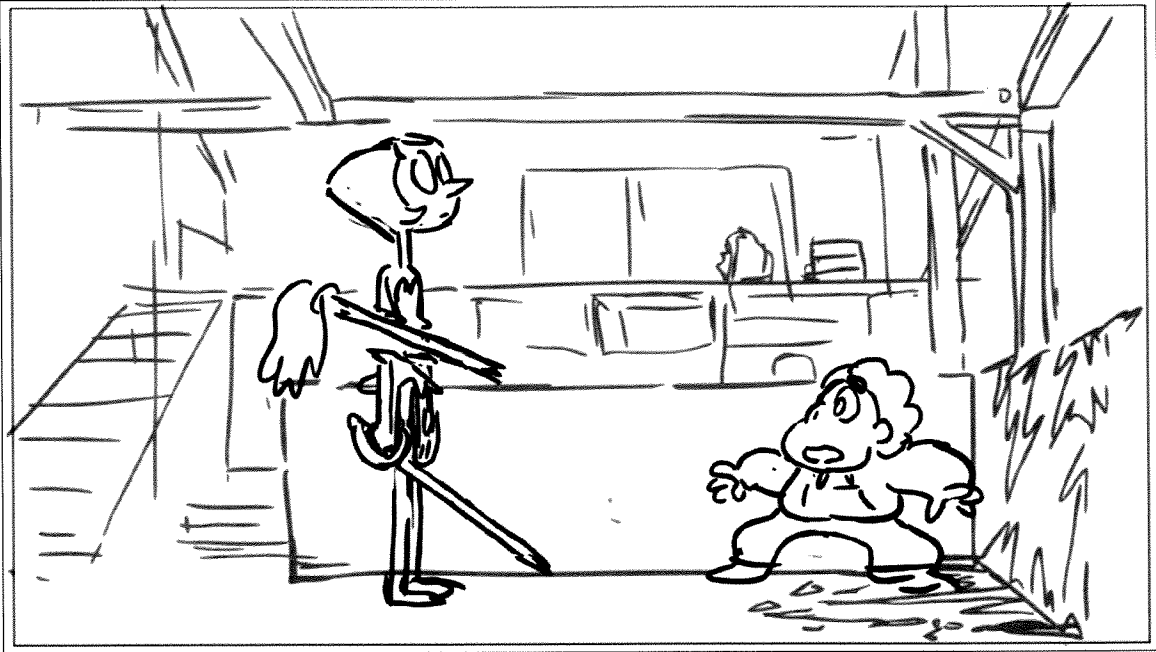
Action Notes

The area where the mop is sticking through Holo-Pearl glitches on and off

Slugging

0.08

Scene	Panel
224	1



Slugging

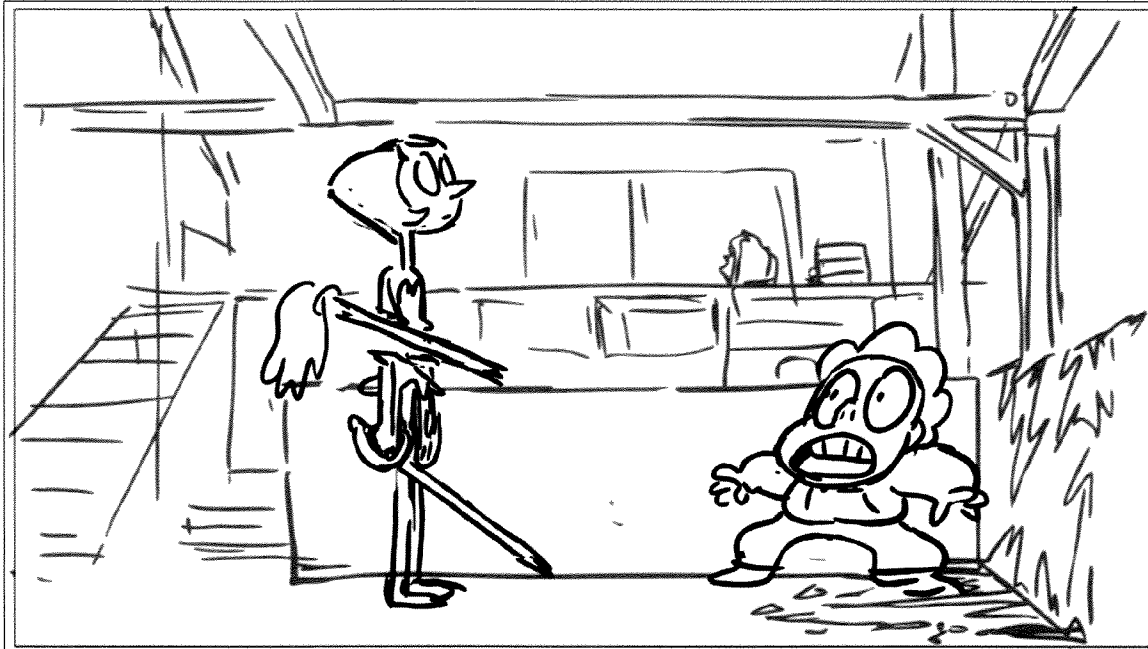
Panels 1 + 2 = 1.07

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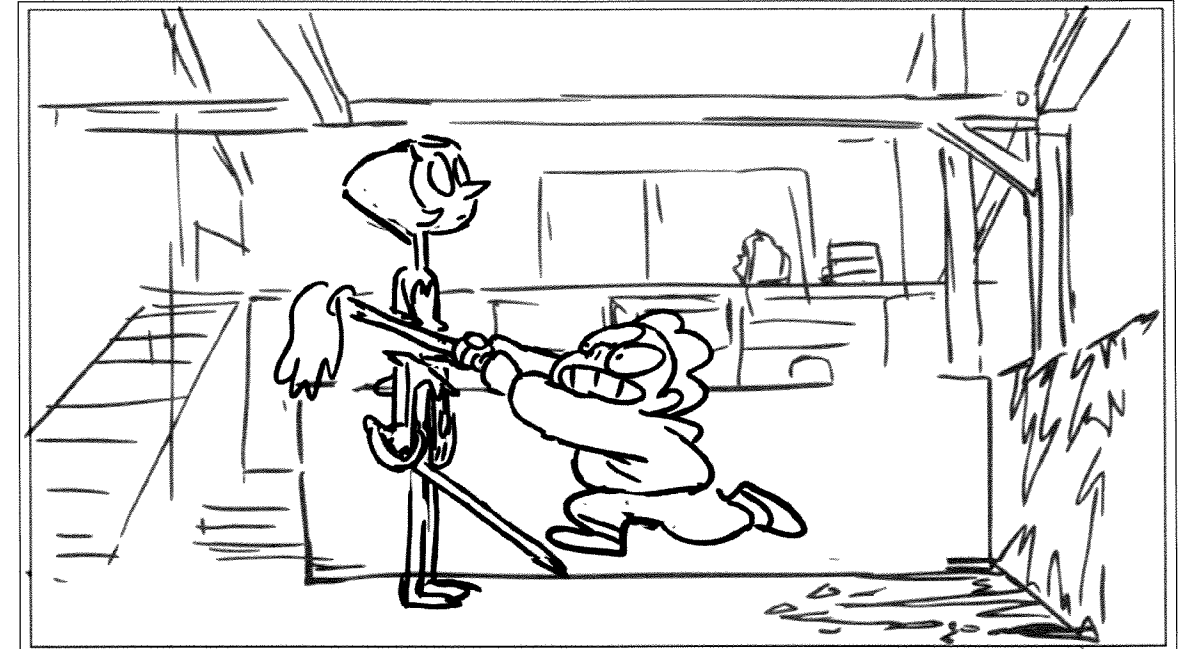
Scene	Panel
224	cont 2



Dialogue
STEVEN: NOOOOOOOOOO!!!

Action Notes
Steven holds this pose as he yells for a bit.

Scene	Panel
224	cont 3



Dialogue
STEVEN: NOOOOOOOOOO!!!

Action Notes
Steven grabs onto mop.

Slugging
0.06

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Scene Panel
224 *CONT* 4



Dialogue

STEVEN: NOOOOOOOOOOO!!!

Action Notes

Steven swipes repeatedly at Holo-Pearl's body which glitches with each swing.
Sword hangs in air for a moment.

Slugging

0.06

Scene Panel
224 *CONT* 5



Dialogue

STEVEN: NOOOOOOOOOOO!!!

Action Notes

sword starts to fall.

Slugging

0.06

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Scene Panel
224 CONT 6



Dialogue

STEVEN: NOOOOOOOOOOO!!!

Action Notes

Sword clatters on ground.

Slugging

Panels 6 + 7 x 2 = 0.08

Total cycle frames: 1.04

Scene Panel
224 CONT 7



Dialogue

STEVEN: NOOOOOOOOOOO!!!

Action Notes

cycle with previous drawing a few times.

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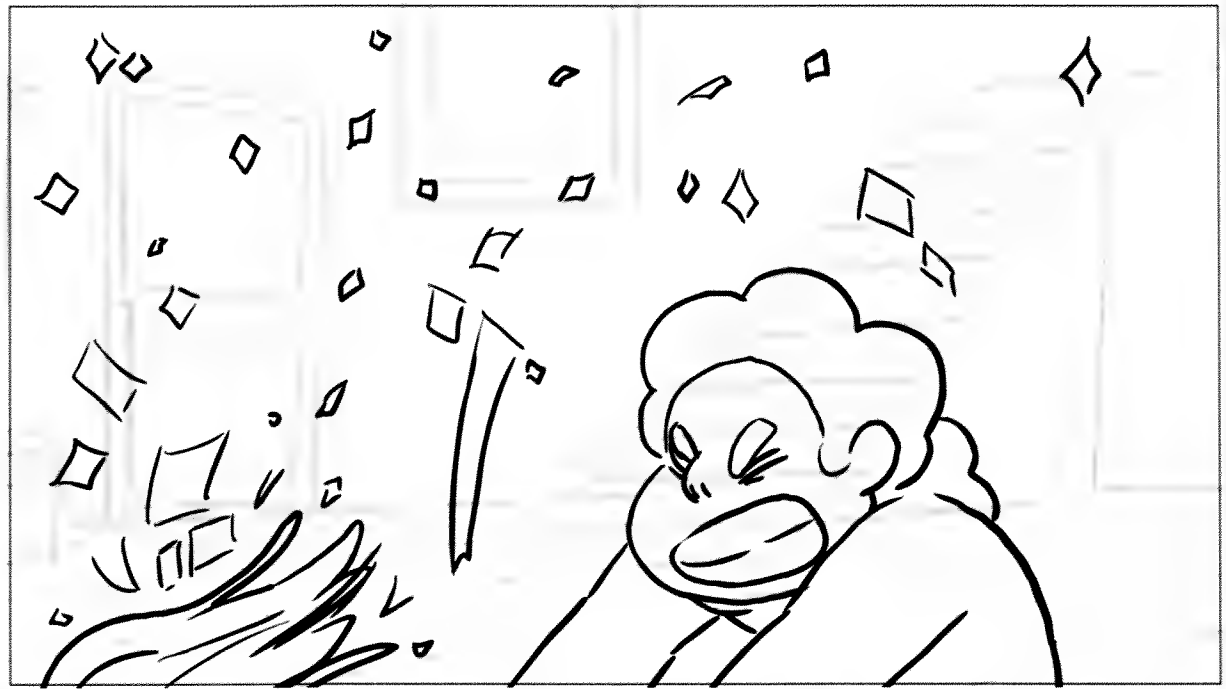
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Scene

225

Panel

1



Action Notes

Steven IN from East.

Steven is swinging the mop back and forth.

Slugging

Panels 1 + 2 = 0.12

Notes

H.U. Steven to previous scene.

Scene

225

Panel

2



Action Notes

Steven IN from East.

Steven is swinging the mop back and forth.

Notes

H.U. Steven to previous scene.

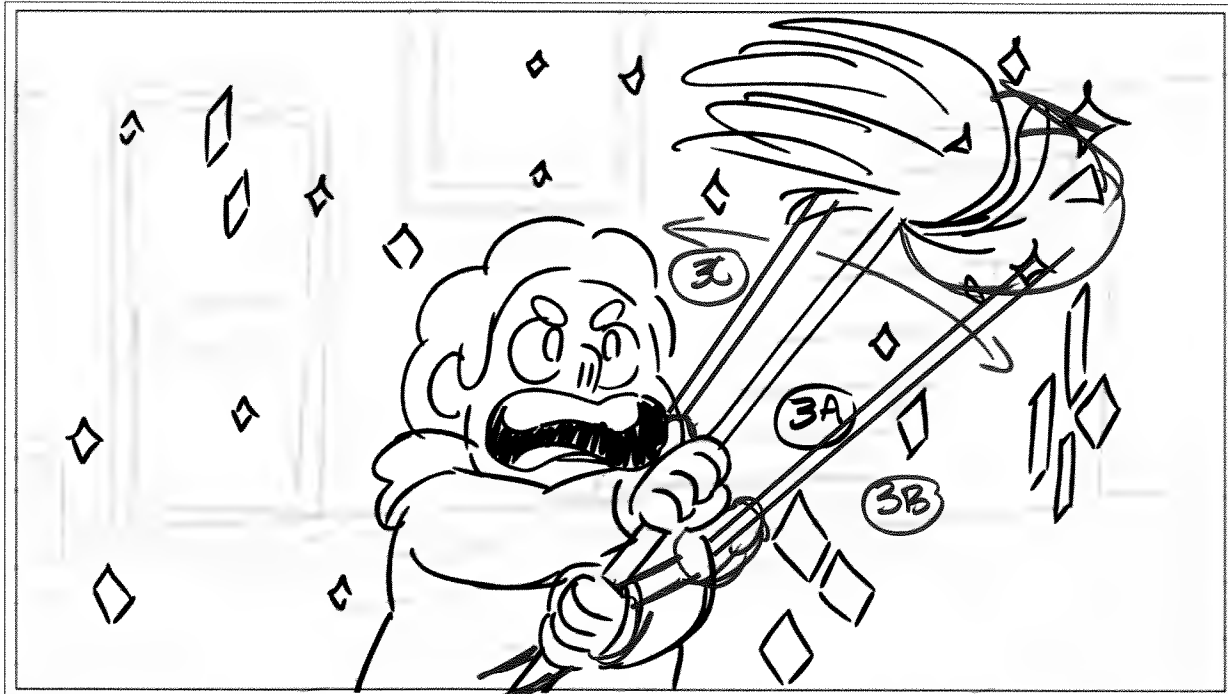
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Scene Panel
225 *cont* 3



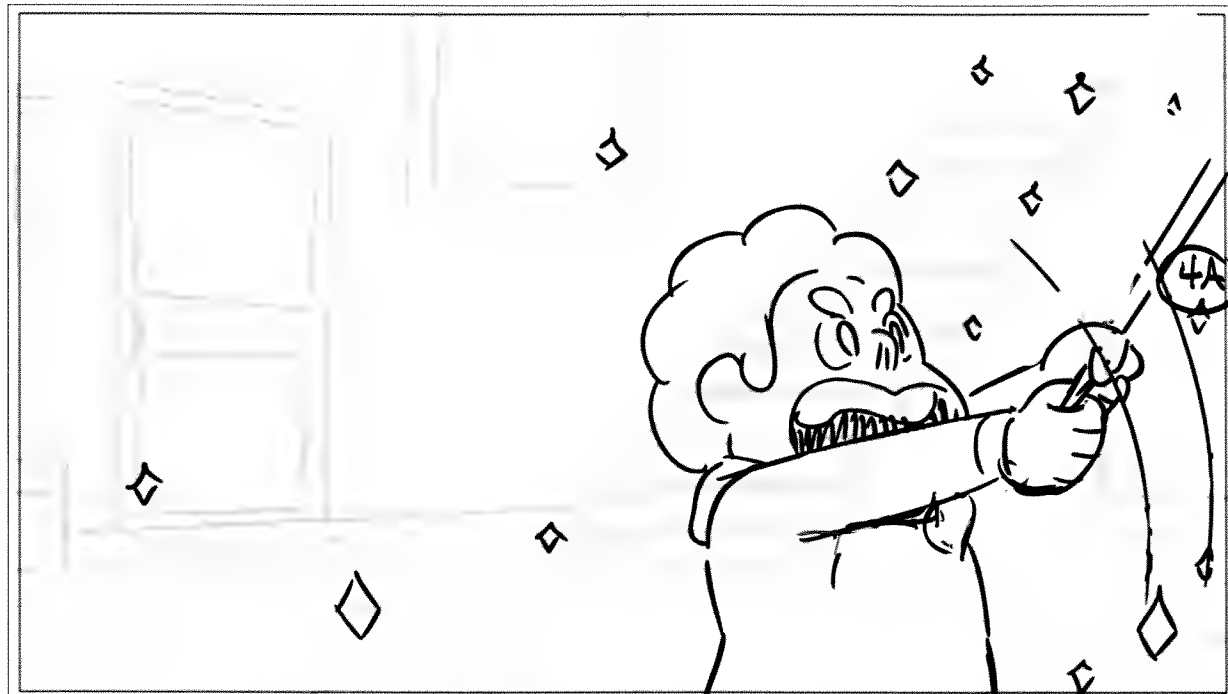
Action Notes

Steven is swinging the mop back and forth.

Slugging

0.10

Scene Panel
225 *cont* 4



Slugging

Panels 4 + 5 = 0.13

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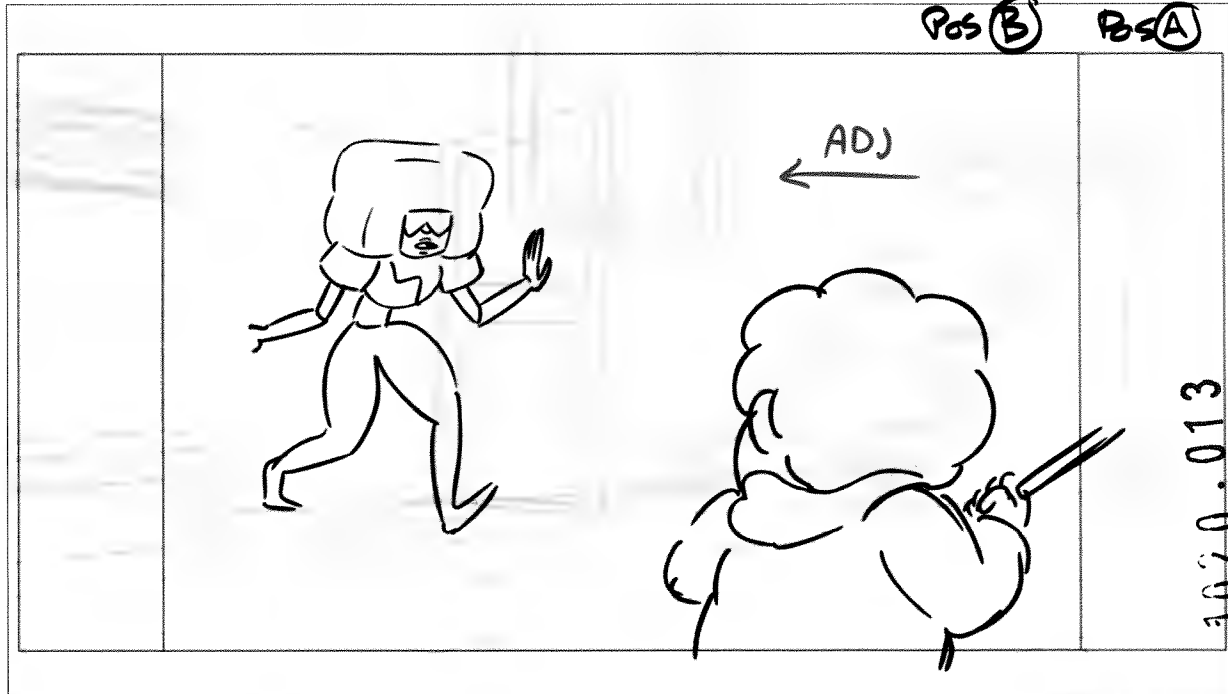
1020-013

1020-013

Scene 225 Panel 5
CONT



Scene 225 Panel 6
CONT



Dialogue

GARNET: Steven! We heard fighting!

Action Notes

Camera ADJ West as Garnet enters.

Garnet opens the door and walks in.

Slugging

ADJ: 0.05

Then HOLD: 2.10

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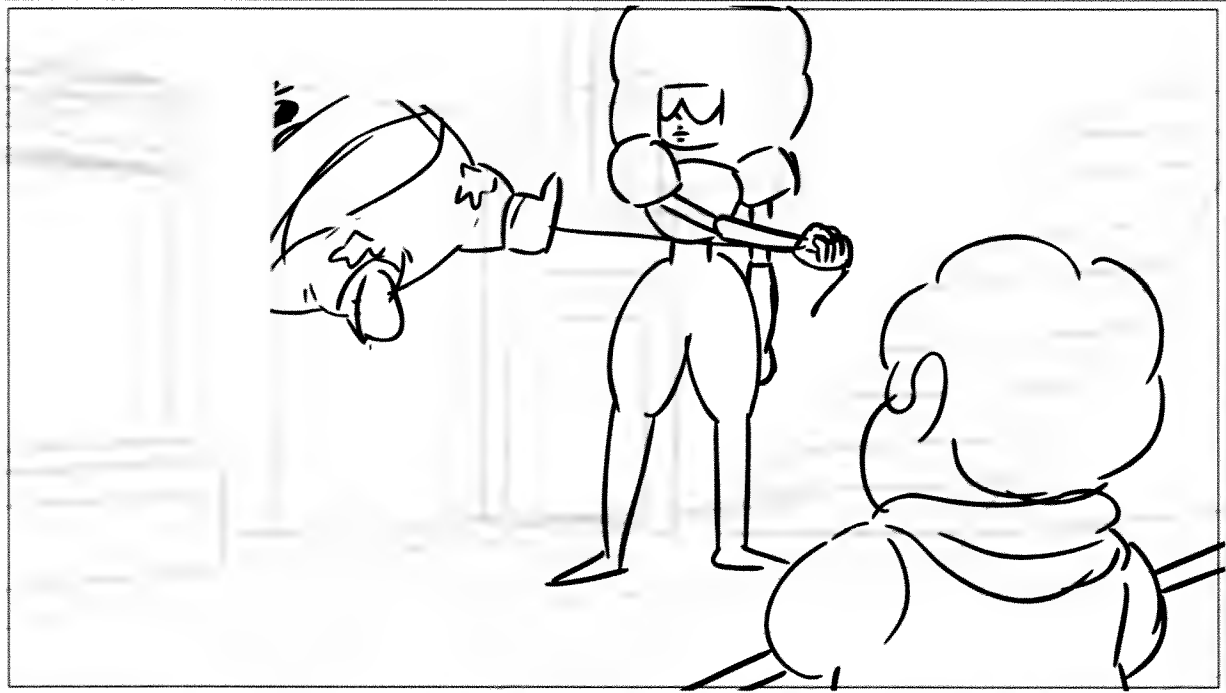
010

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Scene	Panel
225	cont 7



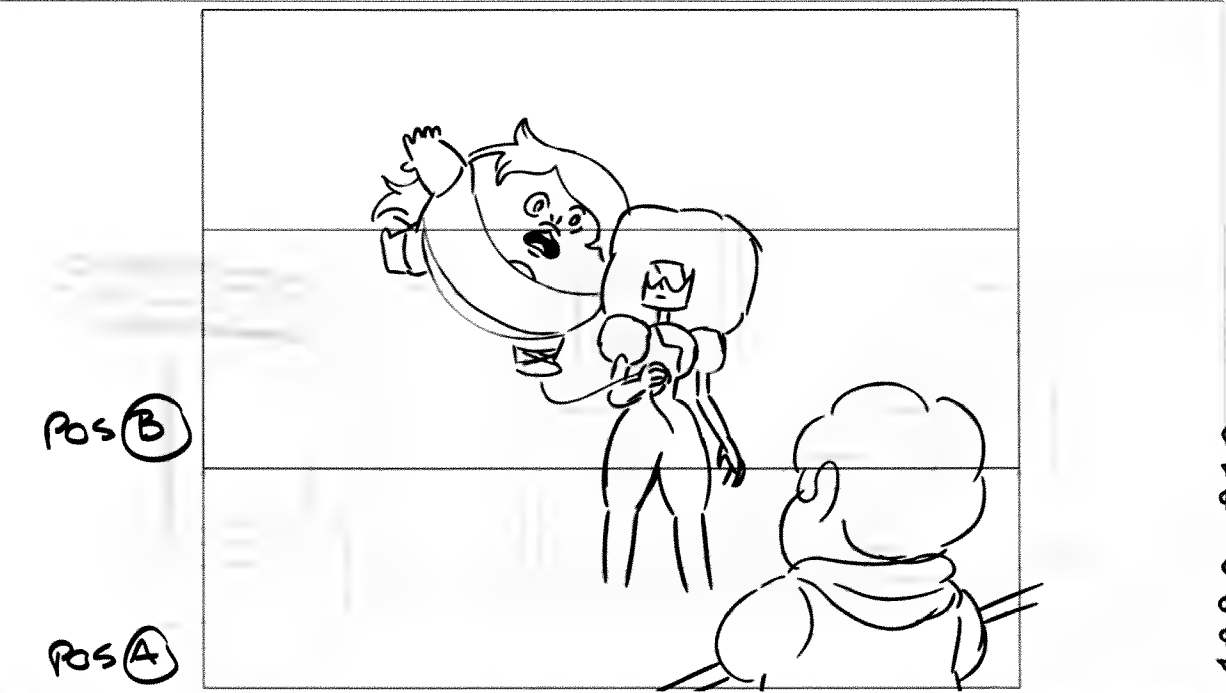
Dialogue

AMETHYST: OW...

Slugging

0.12

Scene	Panel
225	cont 8



Dialogue

AMETHYST: Are you all right? What's going on?

Action Notes

Camera ADJ North as Amethyst is pulled into the house and floats up.

Slugging

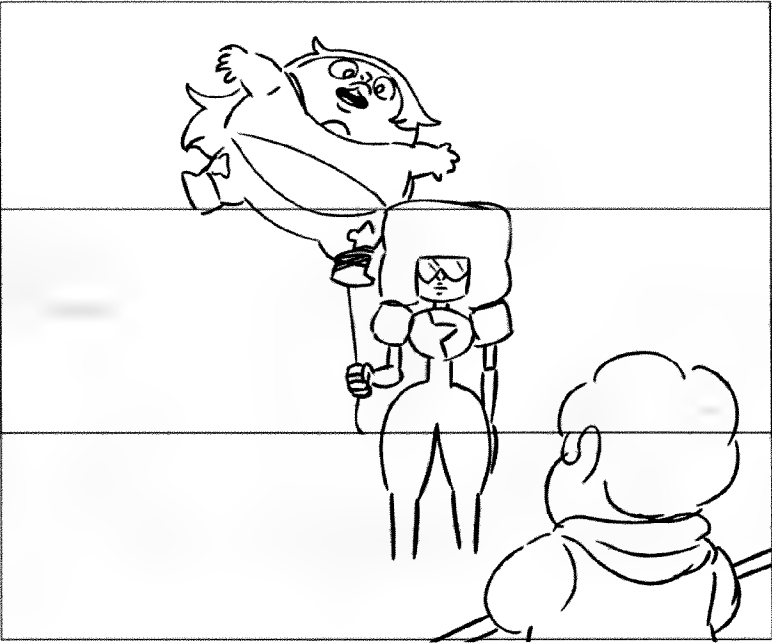
ADJ: 0.07


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Scene	Panel	
225	<i>cont</i>	9
		
<div>Dialogue</div> <div>AMETHYST: Are you all right? What's going on?</div>		
<div>Slugging</div> <div>ADJ: 0.06</div> <div>Then HOLD: 2.11</div>		

Scene	Panel	
226		1
		
<div>Dialogue</div> <div>STEVEN: Oh...</div>		
<div>Action Notes</div> <div>Sparkles float around Steven.</div>		
<div>Slugging</div> <div>1.14</div>		
<div>AUG 06 2013</div>		

Scene	Panel
226	<i>cont</i> 2



Dialogue
STEVEN: just moppin...

Action Notes
Sparkles start to gather together next to Steven.

Slugging
2.00

Scene	Panel
226	<i>cont</i> 3



Dialogue
STEVEN: *Gasp*

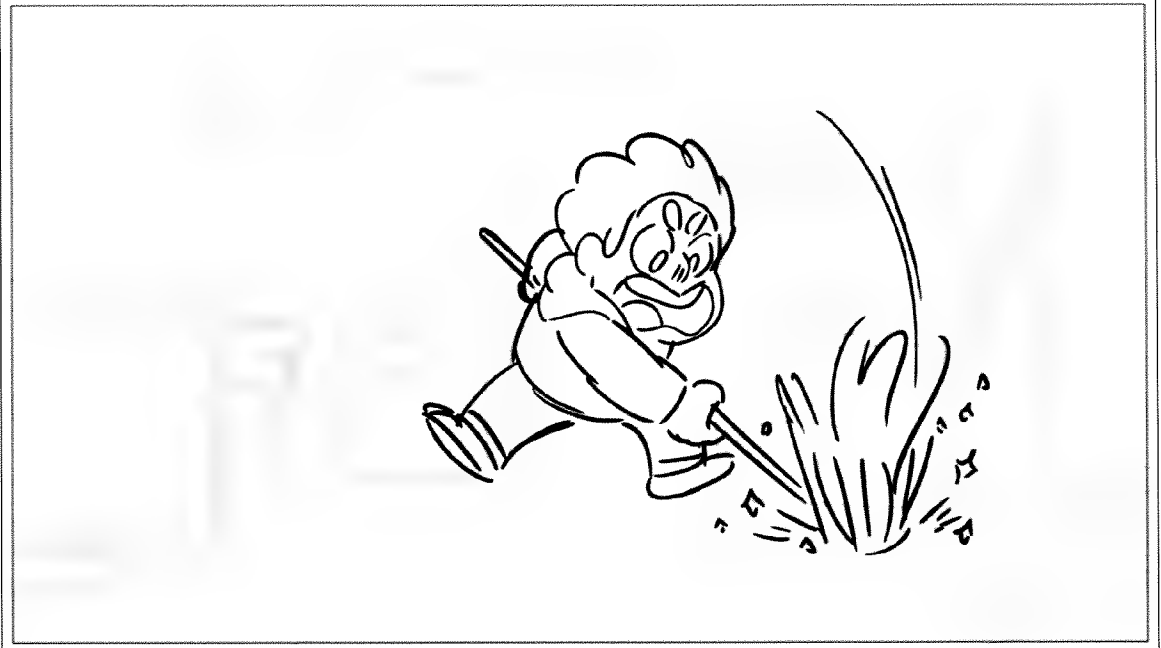
Action Notes
Steven notice sparkles gathering together next to Steven.

Slugging
0.14

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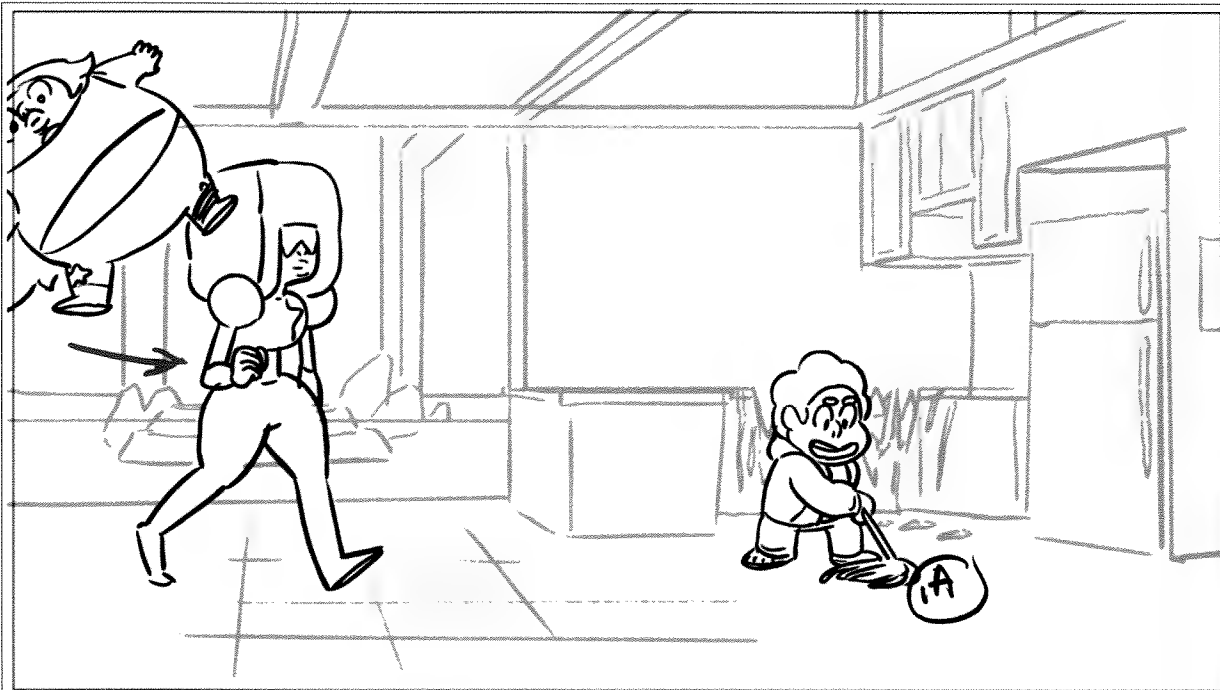
Scene	Panel
226	4
<i>cont</i>	
	
<p>Slugging 0.08</p>	

Scene	Panel
226	5
<i>cont</i>	
	
<p>Dialogue STEVEN: DIE!!!</p> <p>Action Notes Steven hits the clump of sparkles - Steven slightly lifted in the air because of the impact.</p> <p>Slugging 1.03</p> <p>AUG 06 2013</p>	

1020.013

1020.013

Scene 227 Panel 1



Dialogue

STEVEN: You know...

Slugging

1.08

Notes

Need H.U. to previous scene. In Previous scene and start to mop



Scene 227 *CONT* Panel 2



Dialogue

STEVEN: I might miss Pearl a whole lot but...

Action Notes

Steven is sweeping the mop back and forth.

Slugging

3.15



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Scene	Panel
228	1



Slugging
Panels 1 + 2 = 0.04

Notes
Need -SP- H.U. for Steven's hand to previous scene. His hand is higher on the mop handle.

Scene	Panel
228	<i>cont</i> 2



Action Notes
Steven looks up.

Notes
Need -SP- H.U. for Steven's hand to previous scene. His hand is higher on the mop handle.

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Scene 228 Panel 3



Dialogue

STEVEN: Some times you just have to...

Action Notes

Steven slightly pushes mop handle forward.

Slugging

2.07

Scene 228 Panel 4



Dialogue

STEVEN: ...accept things the way they are before...

Slugging

2.05

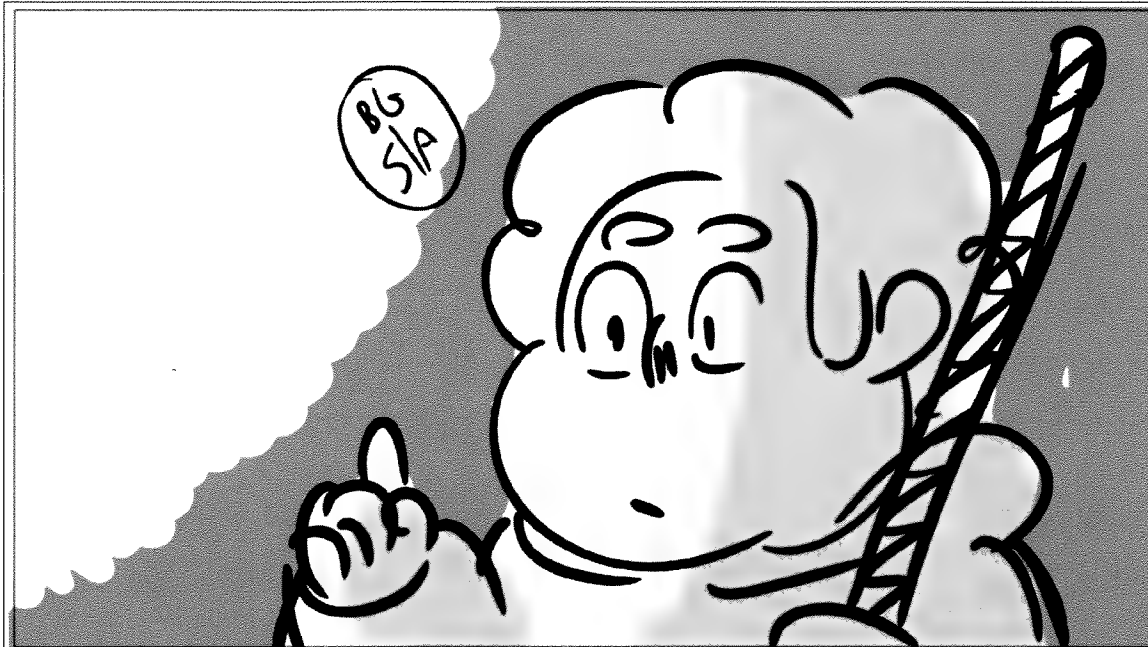
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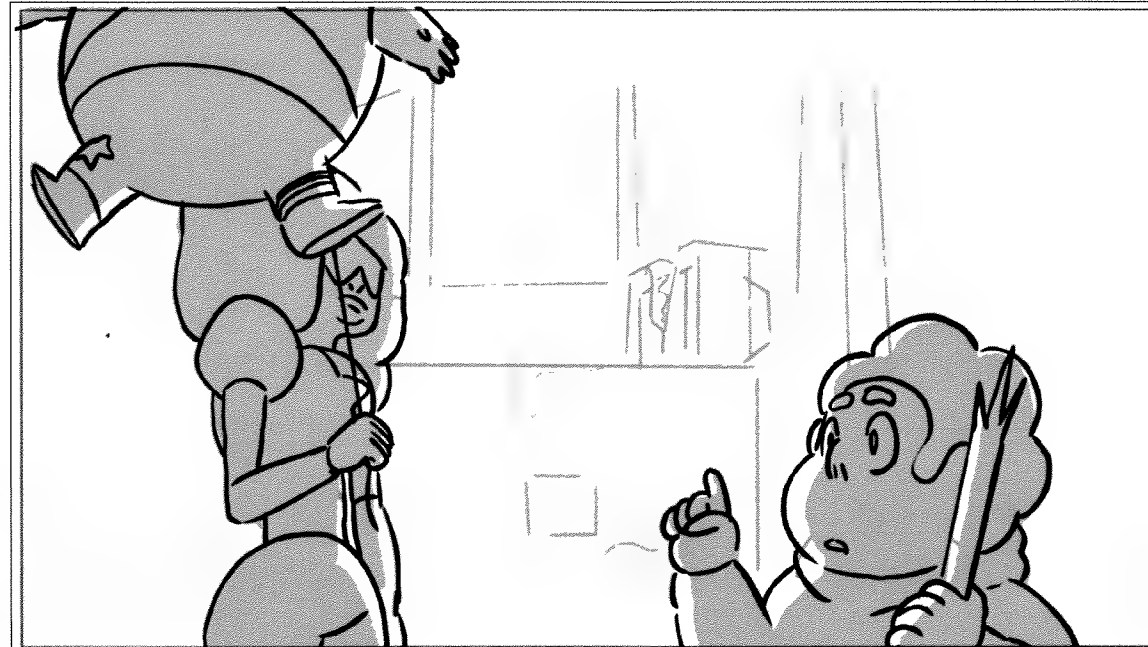
Scene	Panel
228	cont
	5



Action Notes
 Pearl's gem GLOWS O/S - in front of Steven.

Slugging
 1.02

Scene	Panel
229	1



Action Notes
 Pearls Gem glowing in the BG.

Slugging
 Panels 1 + 2 = 1.04

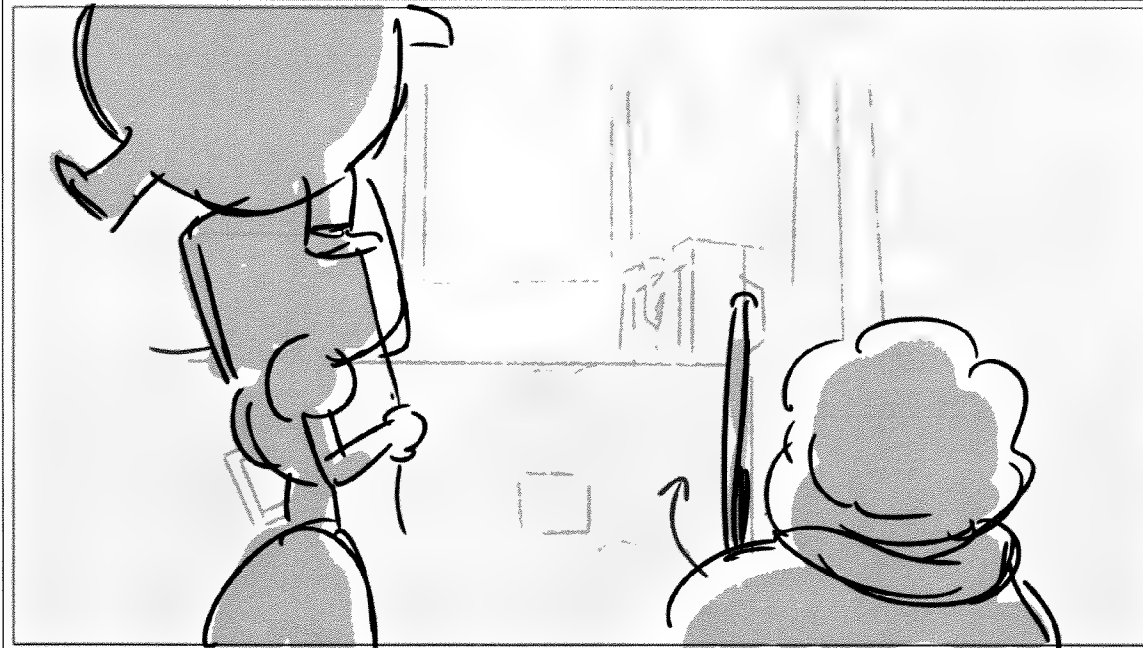
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Scene	Panel
229	2

**Action Notes**

Steven looks up.

Garnet turns towards the glow.

Pearls Gem glowing in the BG.

Scene	Panel
230	1

**Action Notes**

Pearl's gem is glowing bright.

Slugging

0.09

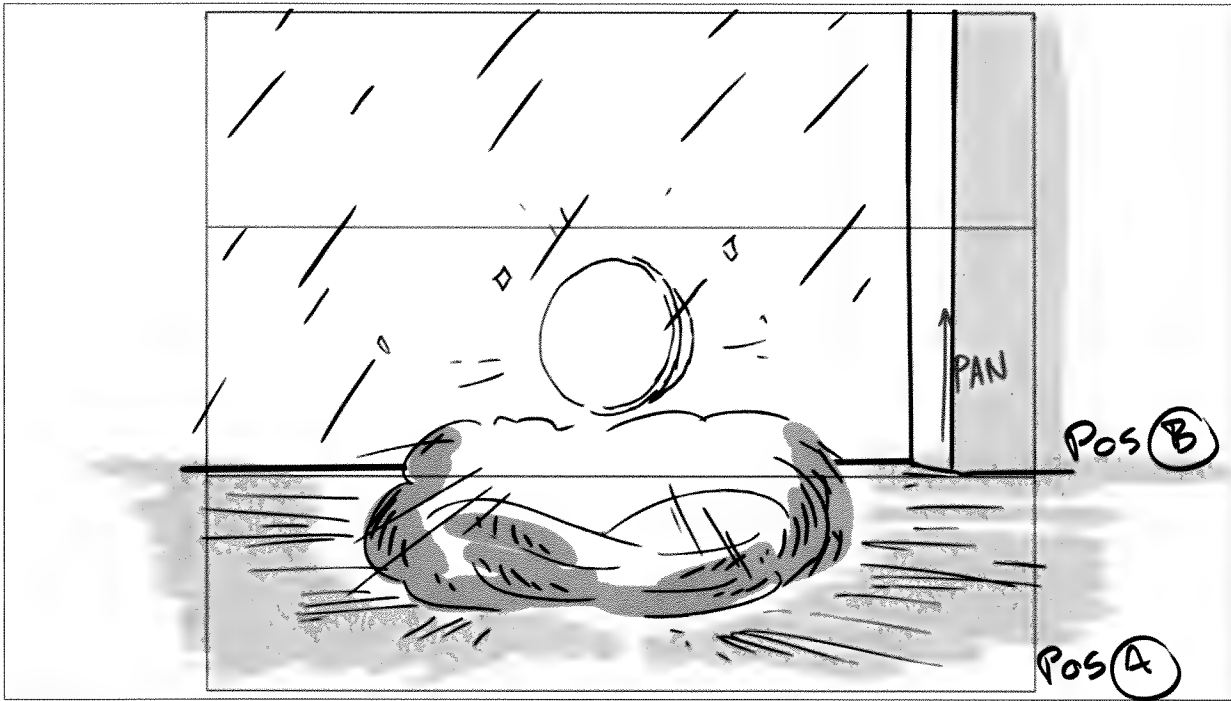
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1020.013

Scene 230 Panel 2

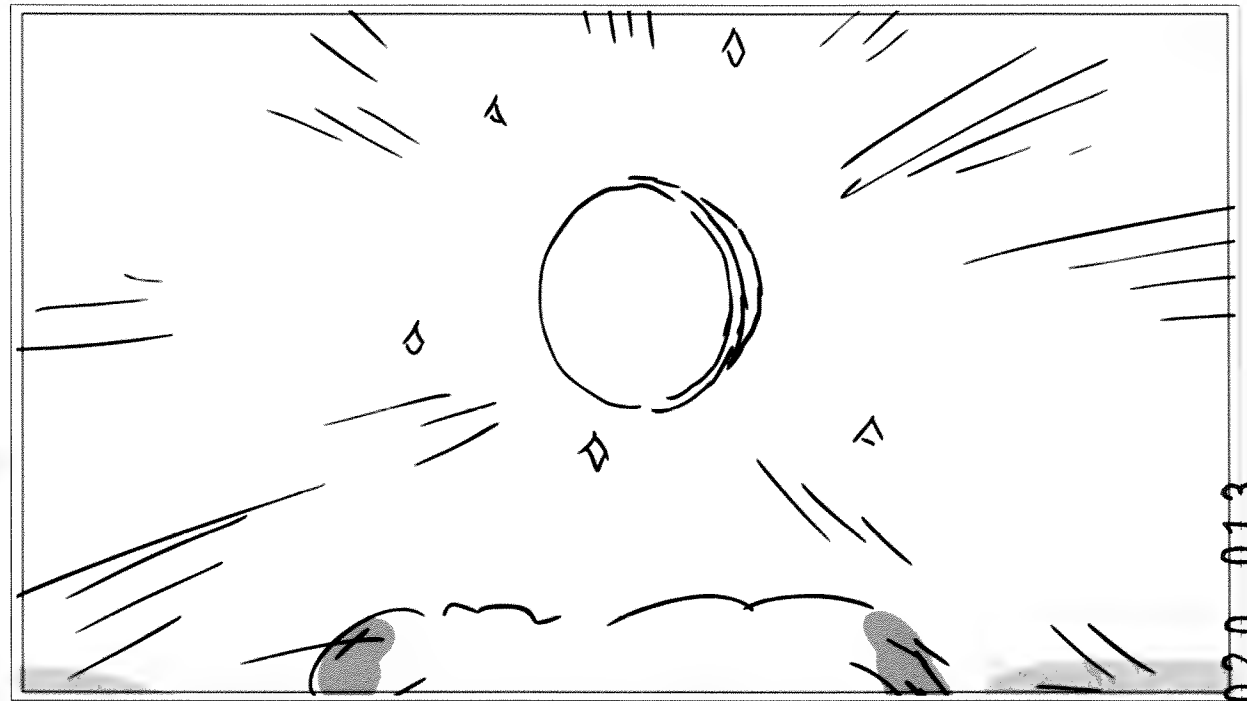


Action Notes
Pearl's gem starts to lift up.

Camera ADJ North with gem.

Slugging
ADJ: 1.03

Scene 230 Panel 3



Action Notes
Pearl's gem glows bright.

Slugging
1.08

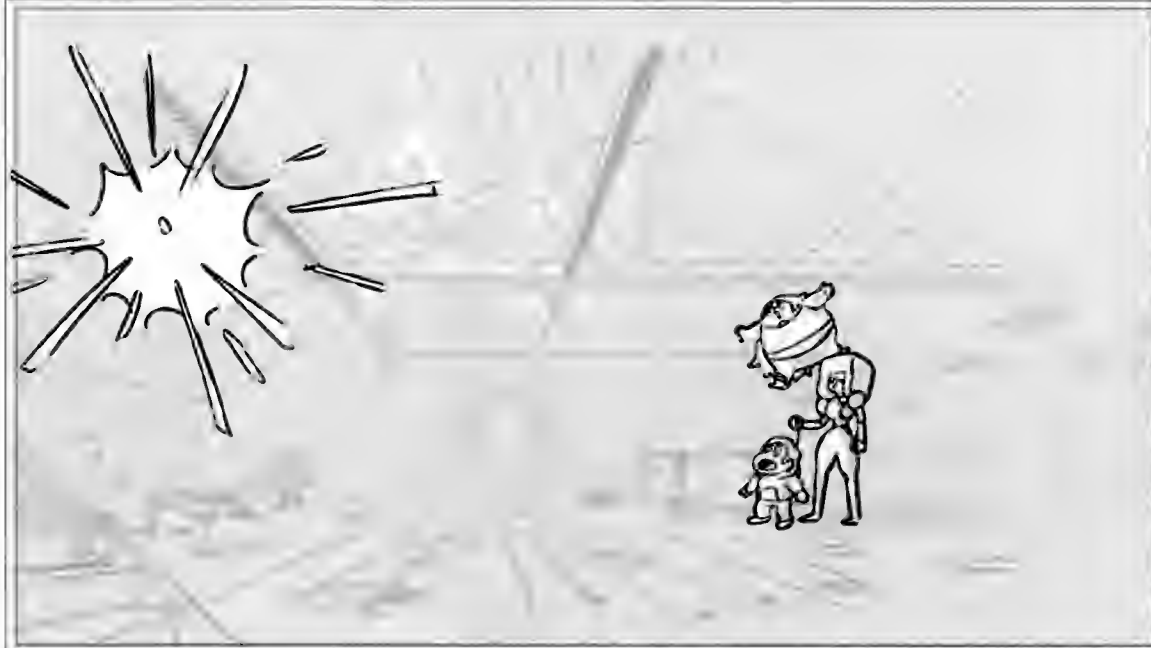
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Scene 231 Panel 1



Action Notes

Pearl's gem is glowing bright.

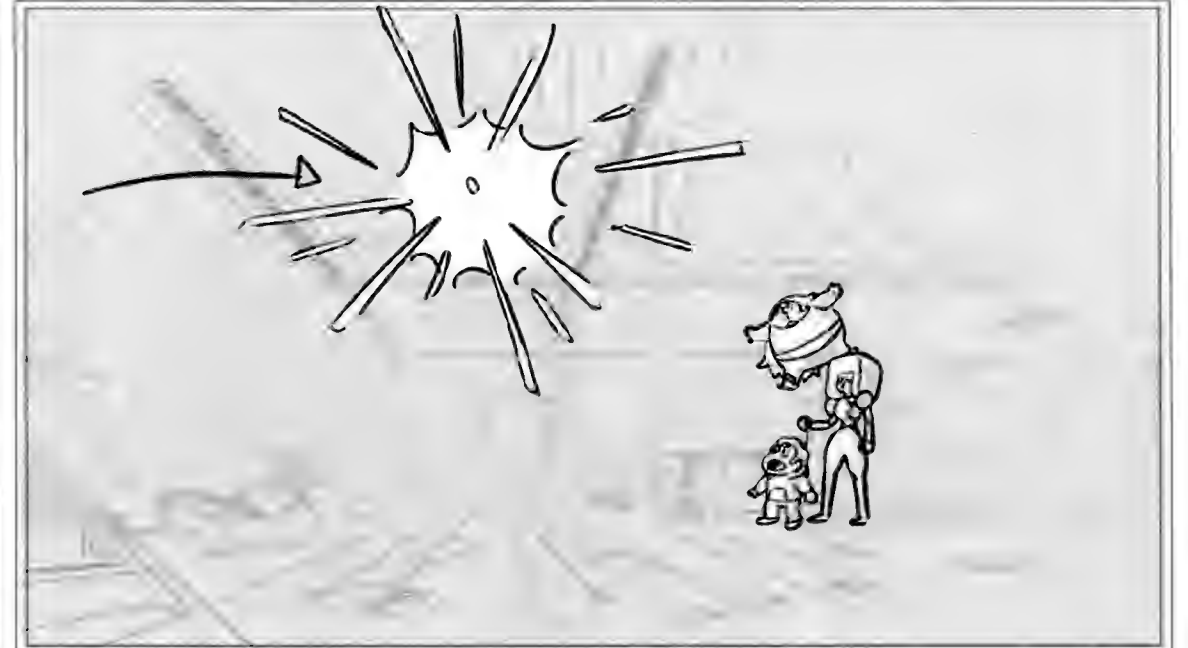
Slugging

Panels 1 + 2 = 1.14

Notes

Gem climbing in this shot.

Scene 231 Panel 2



Action Notes

Pearl's gem is glowing bright.

pearl's gem floats towards A, G and S

Notes

Gem climbing in this shot.

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Scene	Panel
232	1

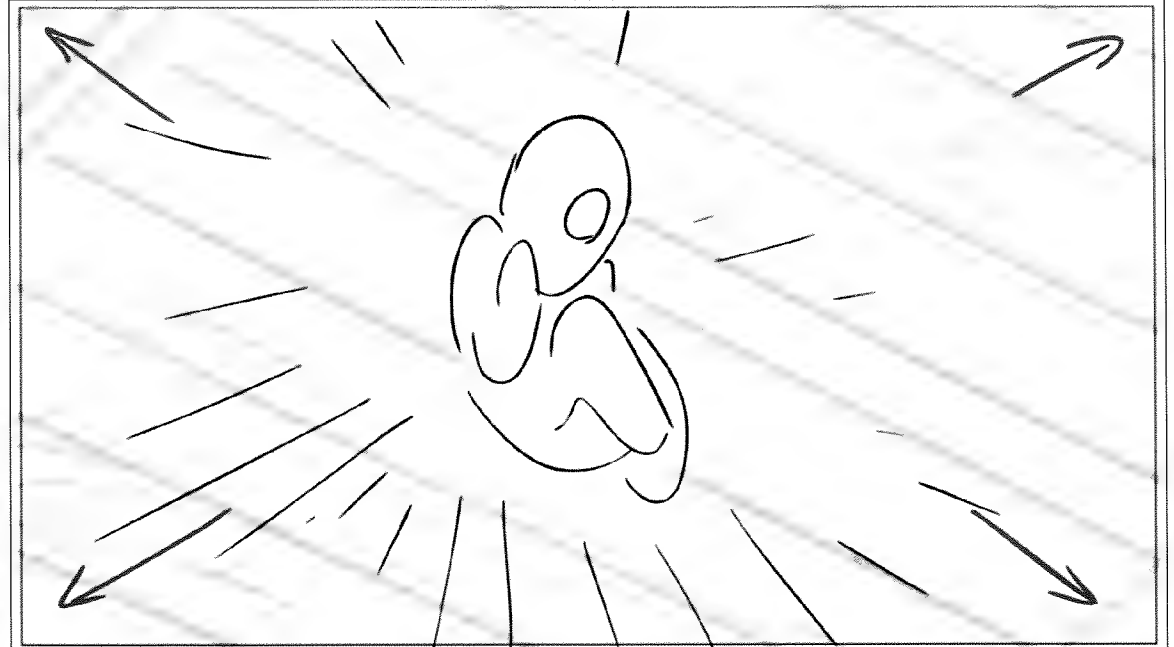


Action Notes
 Lots of bright light.
 The gem starts to morph into Pearl.

Slugging
 0.07

Scene	Panel
232	2

cont



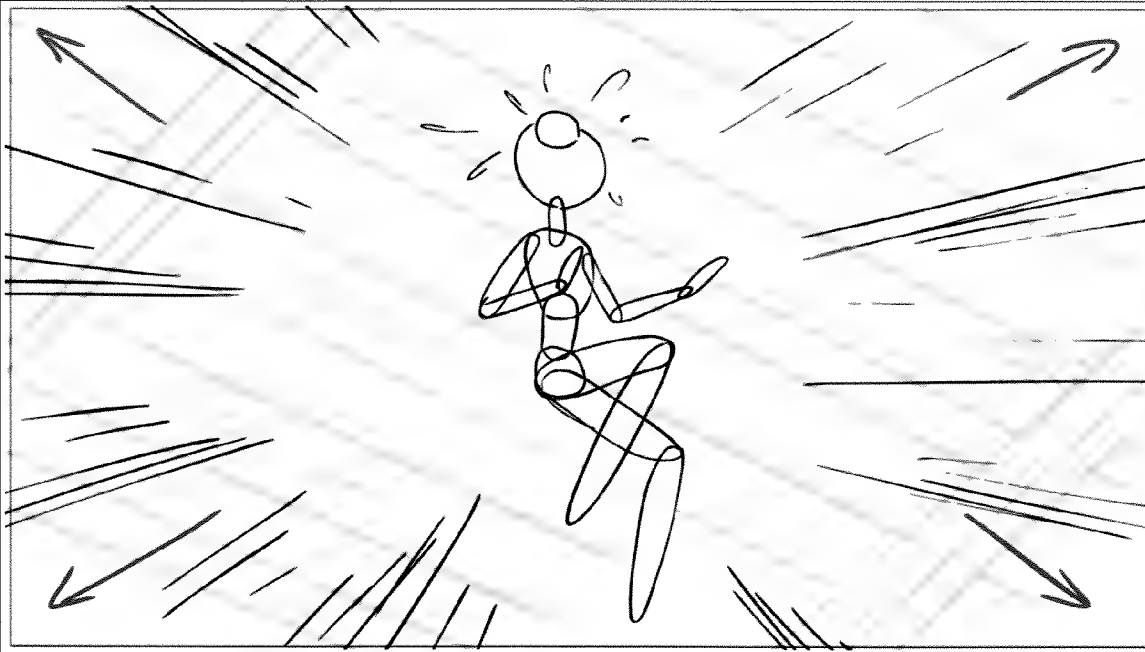
Action Notes
 BG shrink / pulls back.
 Lots of bright light.
 The gem starts to morph into Pearl.

Slugging
 0.06

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Scene	Panel
232	<i>cont</i>

3

**Action Notes**

BG shrinks/pulls back.

Lots of bright light.

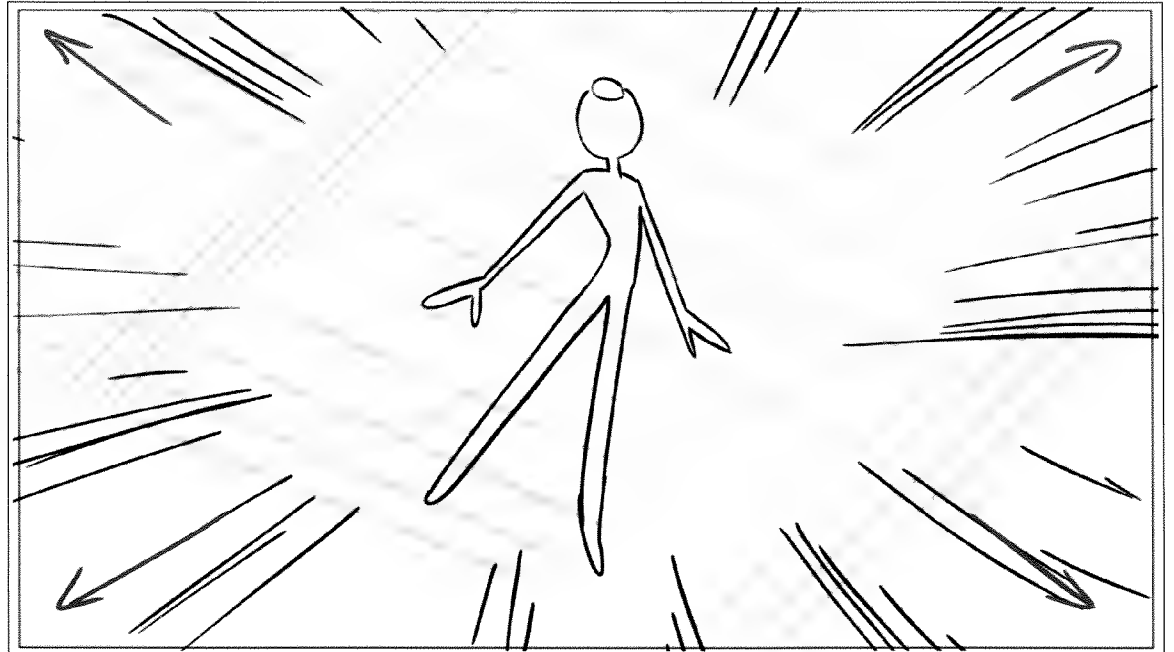
The gem starts to morph into Pearl.

Slugging

0.09

Scene	Panel
232	<i>cont</i>

4

**Action Notes**

BG shrinks/pulls back.

Lots of bright light.

The gem starts to morph into Pearl.

Slugging

1.02

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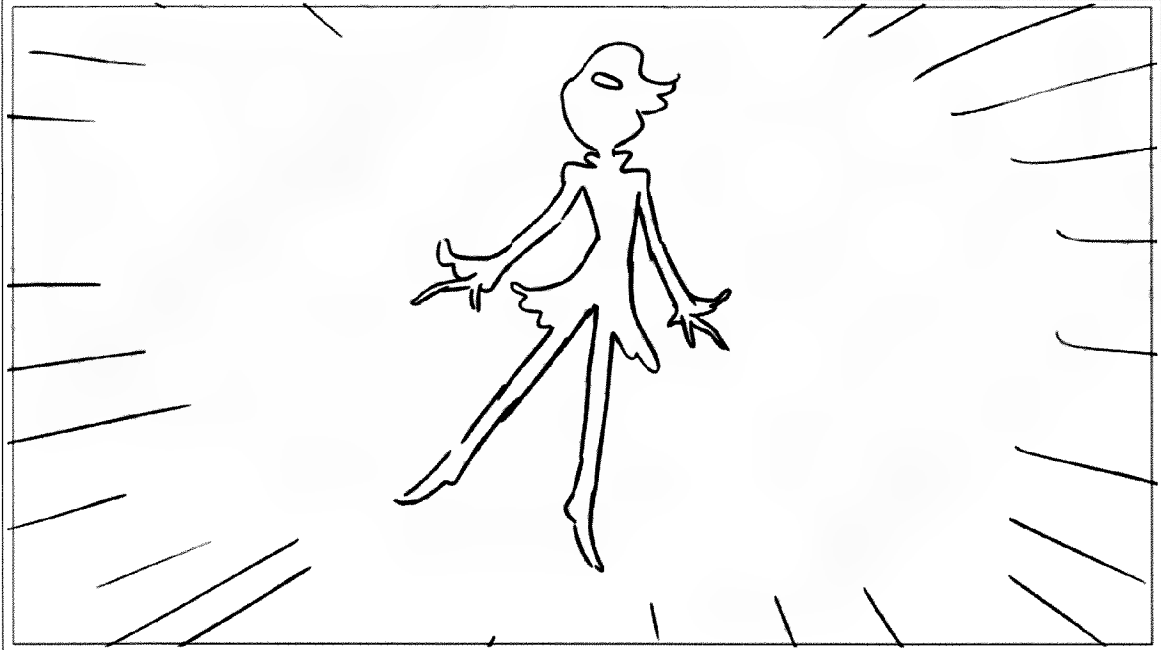
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Scene	Panel
232	cont
	5



Action Notes
Lots of bright light.

Slugging
0.05

Scene	Panel
232	cont
	6



Action Notes
Lots of bright light.

Slugging
0.06

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1020.013



Scene	232	Panel	7
<i>cont</i>			



Action Notes
Lots of bright light.

Slugging
0.06

Scene	232	Panel	8
<i>cont</i>			



Action Notes
Lots of bright light.

Slugging
0.05

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Scene	Panel	
232	<i>cont</i>	9



Action Notes
Sparkles around Pearl.

Slugging
0.06

Scene	Panel	
232	<i>cont</i>	10



Action Notes
Sparkles fade - Light fades.

Slugging
1.08

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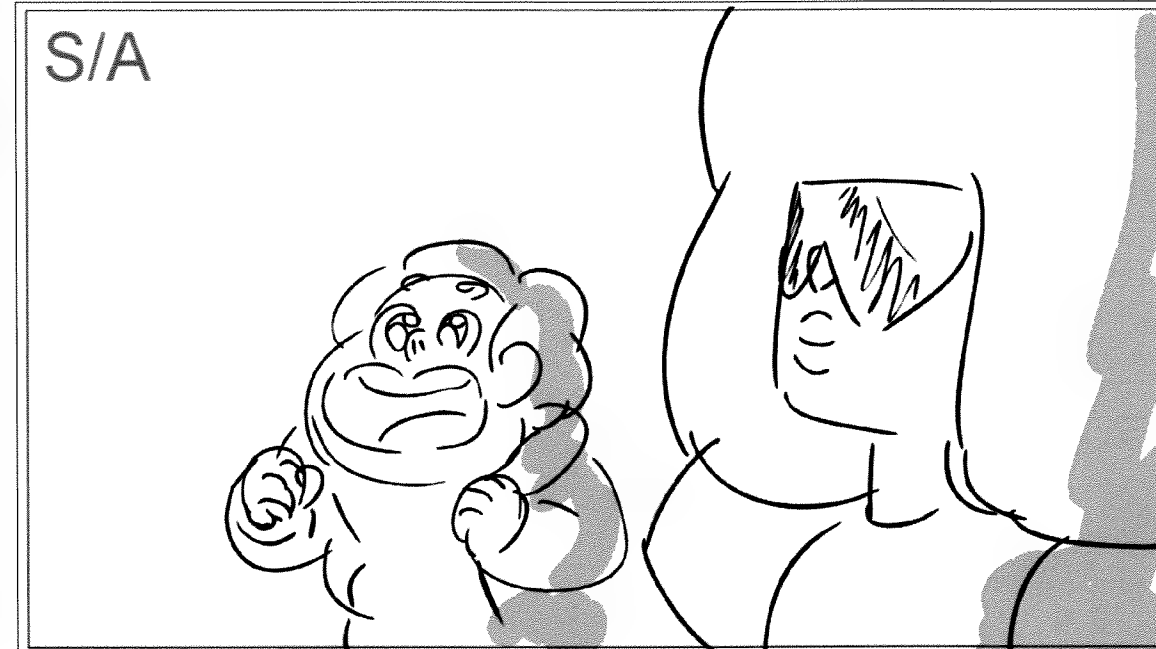
Scene	233	Panel	1
-------	-----	-------	---



Dialogue
STEVEN: Nevermind...

Slugging
0.13

Scene	233	Panel	2
-------	-----	-------	---



Dialogue
STEVEN: Pearls back!

Slugging
1.07

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Scene	Panel
234	1



Action Notes
Pearl floats down to the ground.

Slugging
0.04

Scene	Panel
234	2



Slugging
0.05

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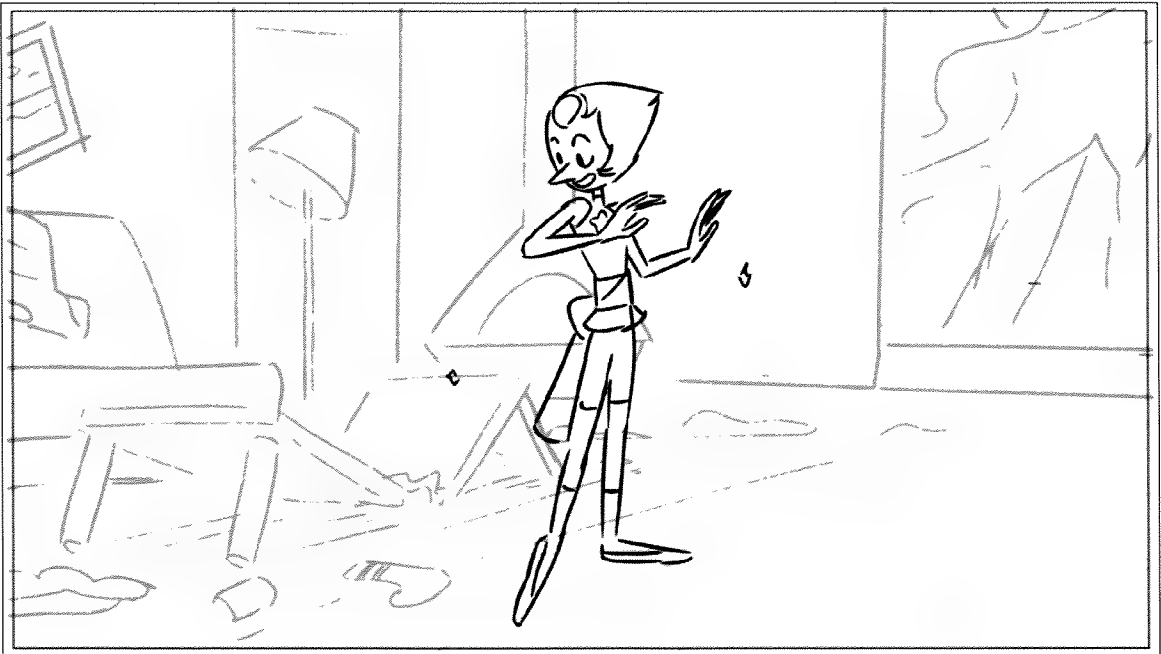
Scene	Panel
234	cont 3



Dialogue
PEARL: (breathe in)

Slugging
1.13

Scene	Panel
234	cont 4



Dialogue
PEARL: *Exhale* That's much better.

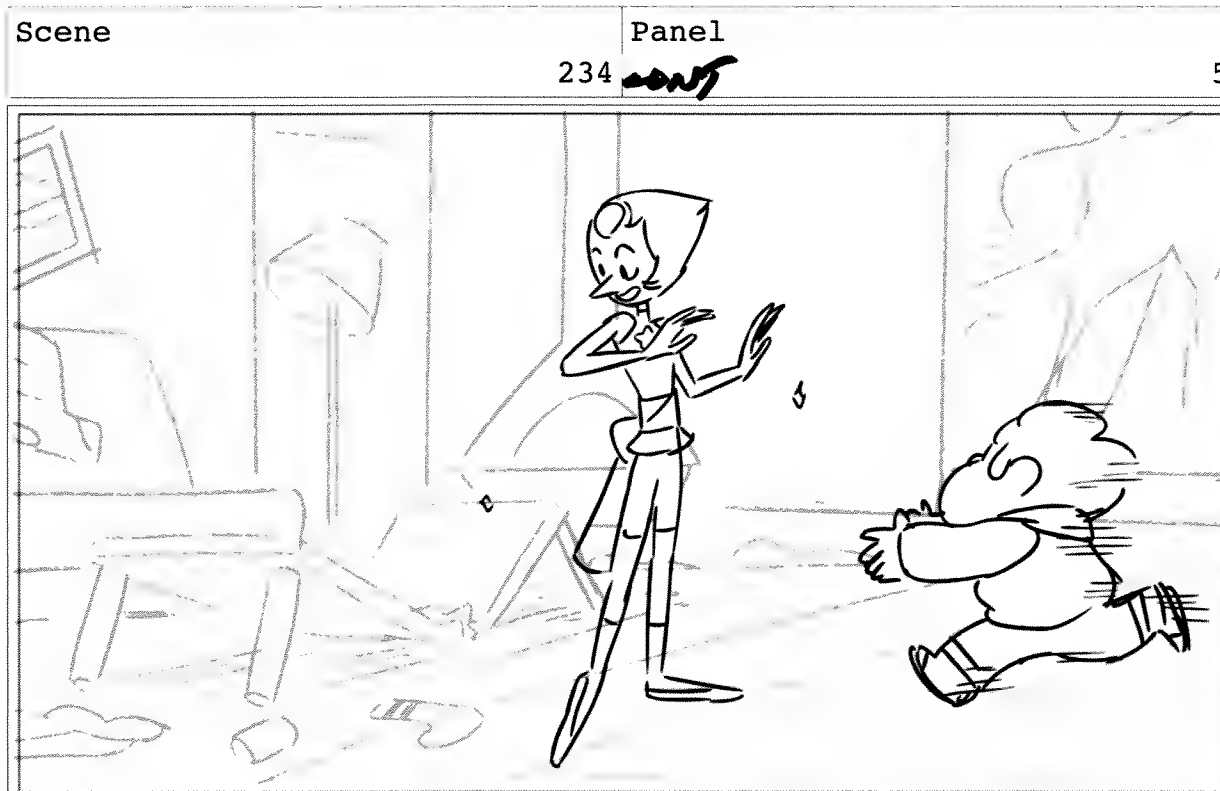
Slugging
2.10

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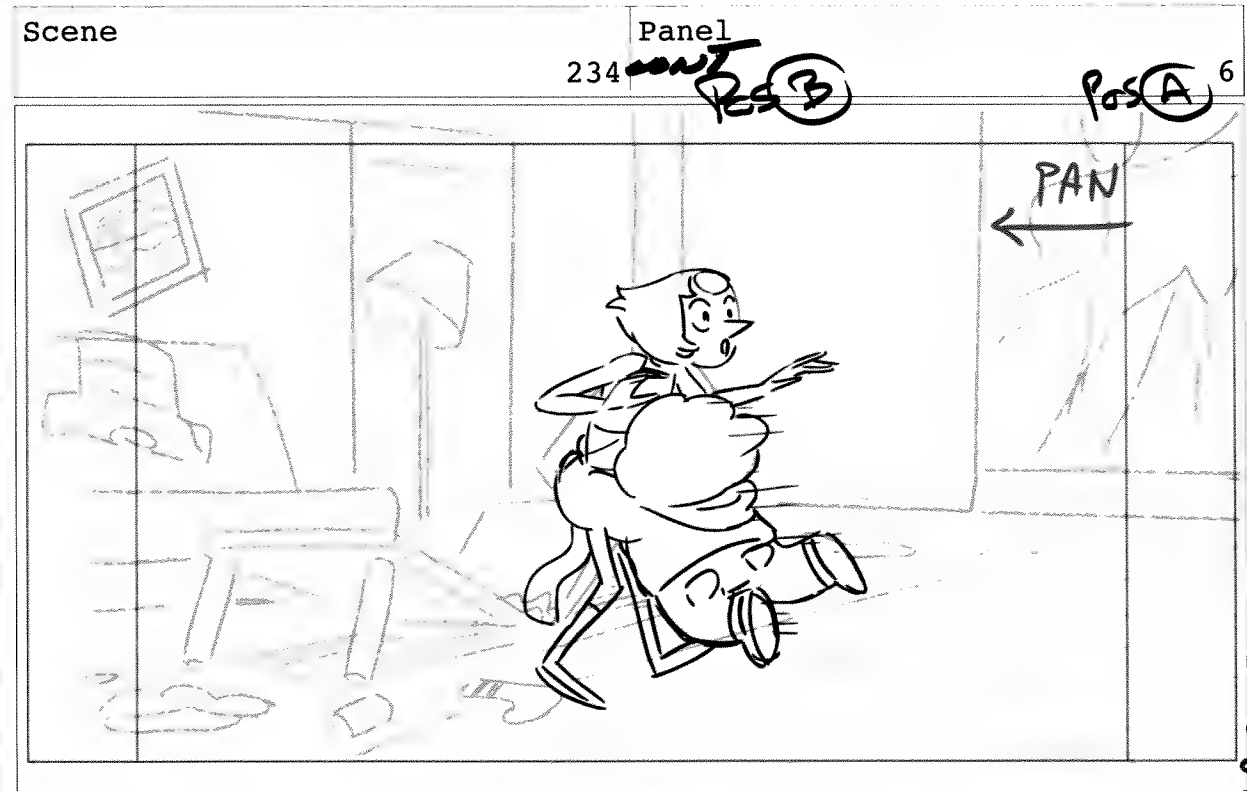
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Slugging
0.06



Dialogue
PEARL: OOF

Action Notes
Camera ADJ West - Follows Steven's impact hugging Pearl.

Slugging
ADJ: 0.04
Then HOLD: 0.13

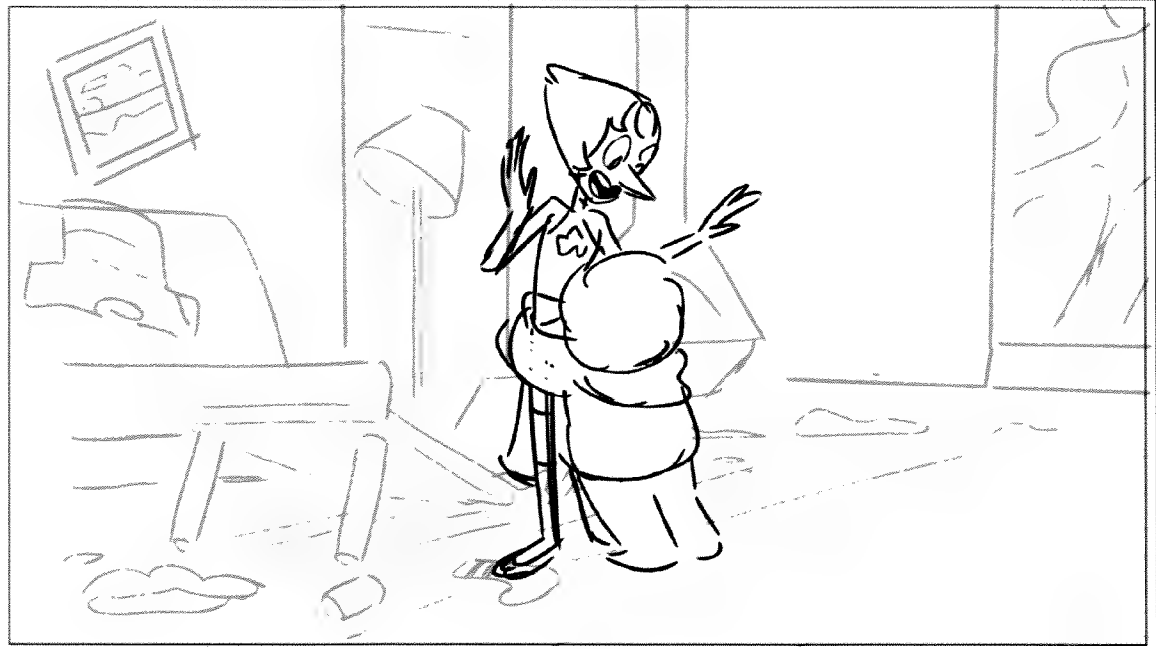
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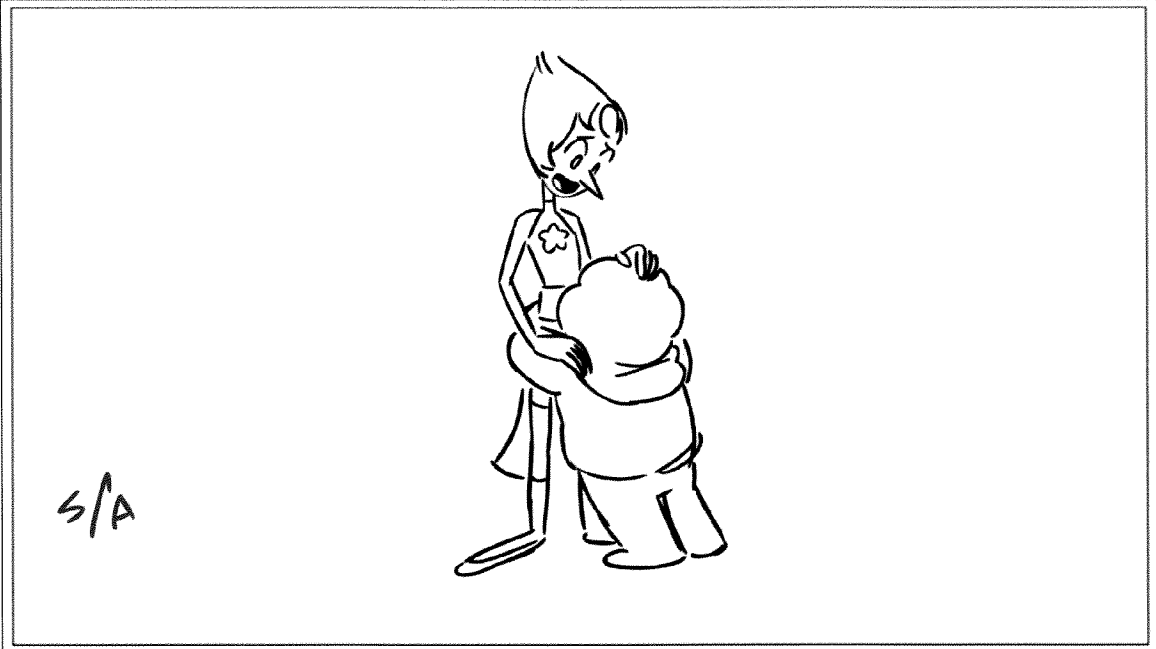
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1020.013

1020.013

Scene	234	Panel	7
			
Dialogue PEARL: Hey!			
Slugging 1.05			

Scene	234	Panel	8
			
Dialogue PEARL: Miss me much?			
Slugging 1.10			

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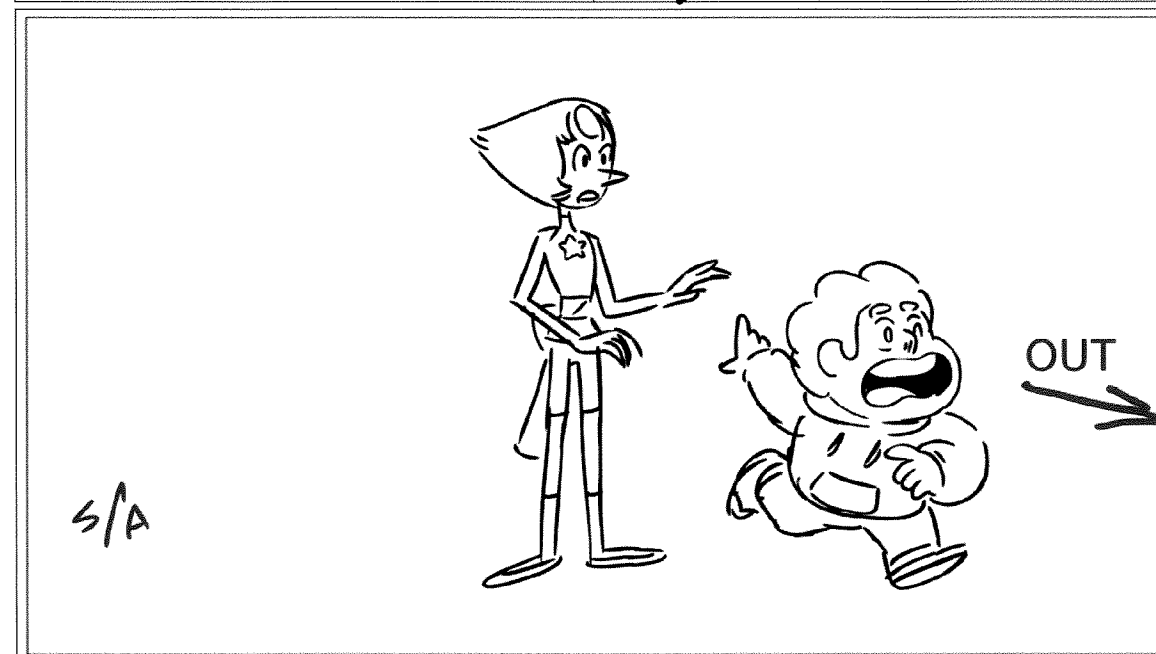
Scene	Panel
234	cont 9



Dialogue
STEVEN: Aww man i had this whole thing...

Slugging
2.09

Scene	Panel
234	cont 10



Dialogue
STEVEN: ... planned out for when you...

Action Notes
Steven runs OUT East.

Slugging
1.04

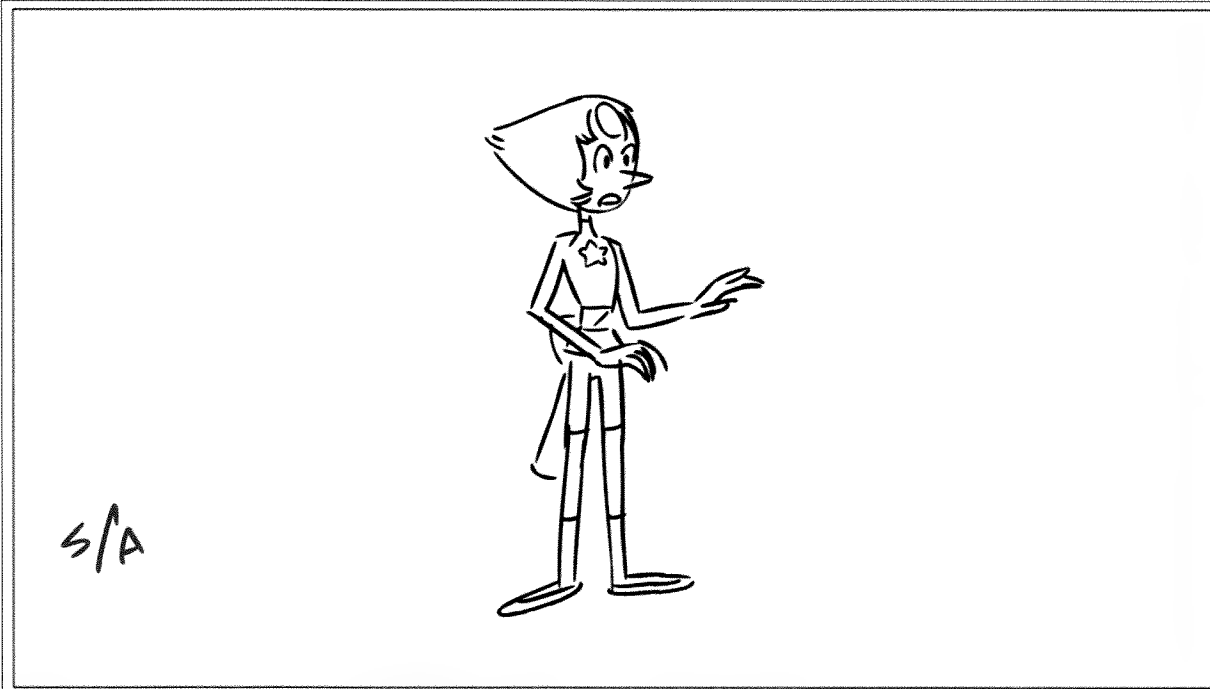
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Scene 234 Panel 11



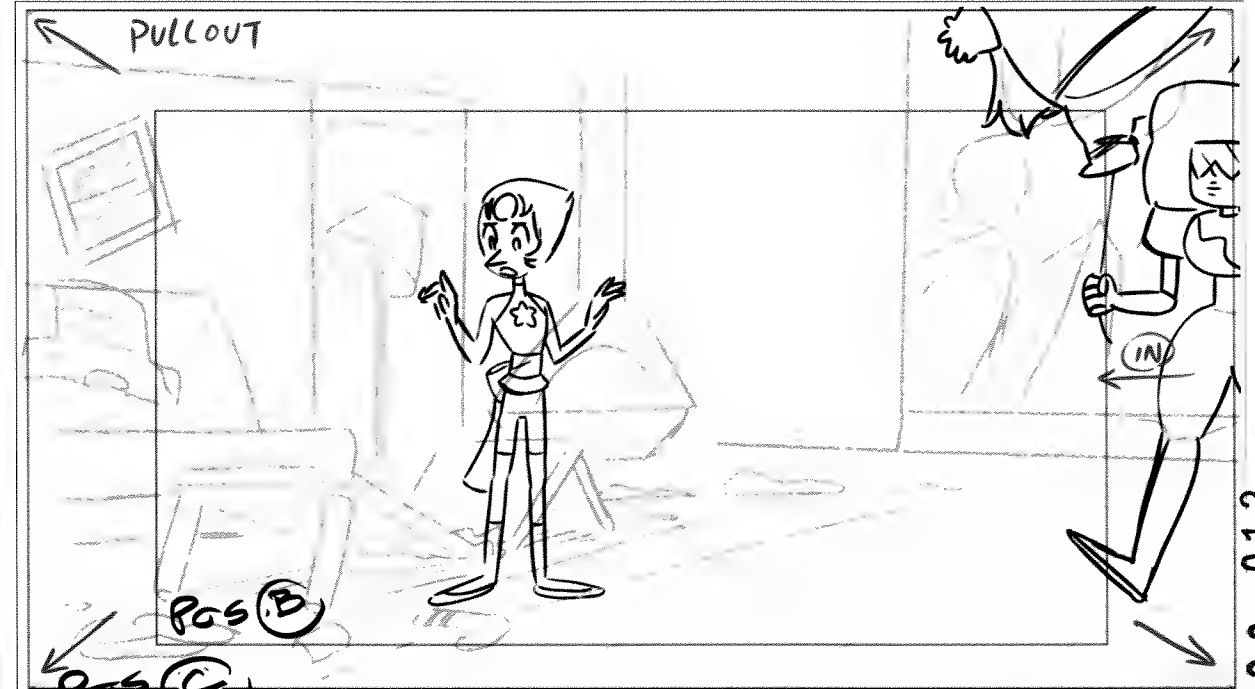
Dialogue

STEVEN: ... came back!

Slugging

0.08

Scene 234 Panel 12



Dialogue

PEARL: Uh...

Action Notes

Camera pull OUT.

Garnet walks IN East with Amethyst floating IN.

Slugging

HOLD: 0.15

Then ADJ: 0.12

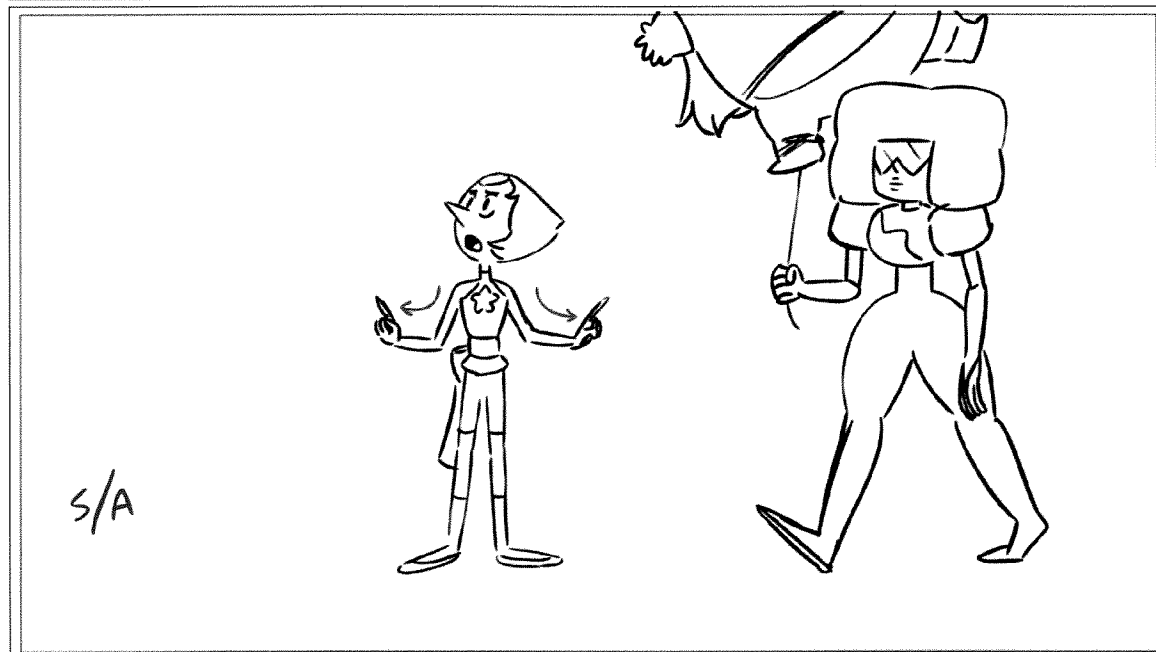
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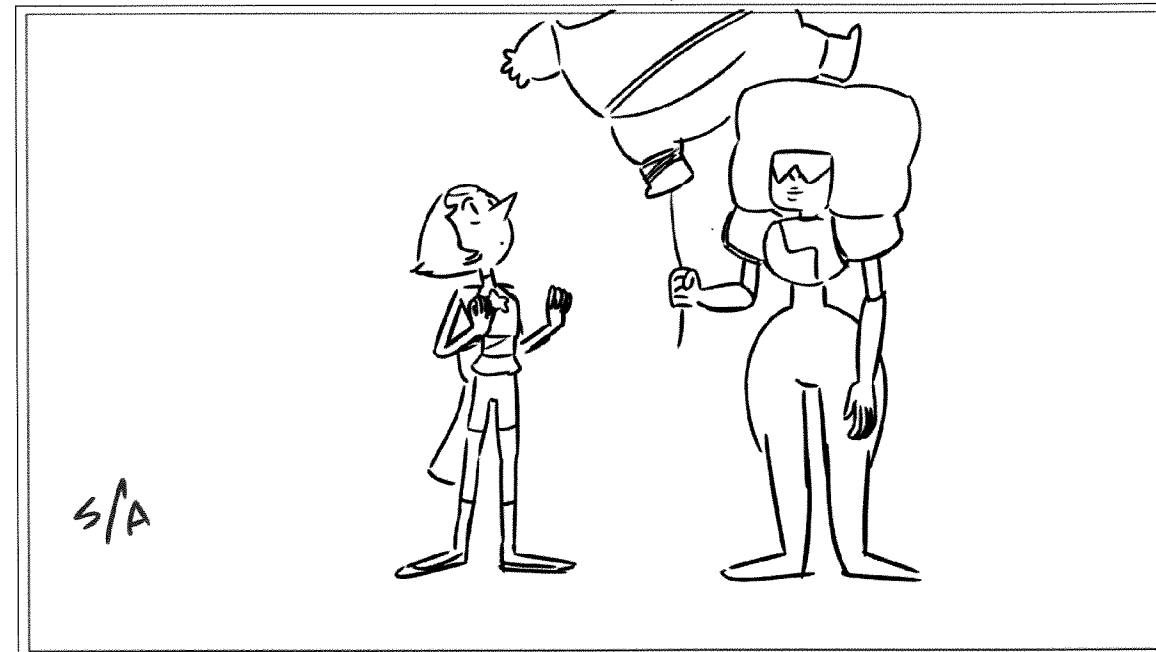
Scene	Panel
234	cont 13



Dialogue
PEARL: Steven, what happened to your room?

Slugging
3.09

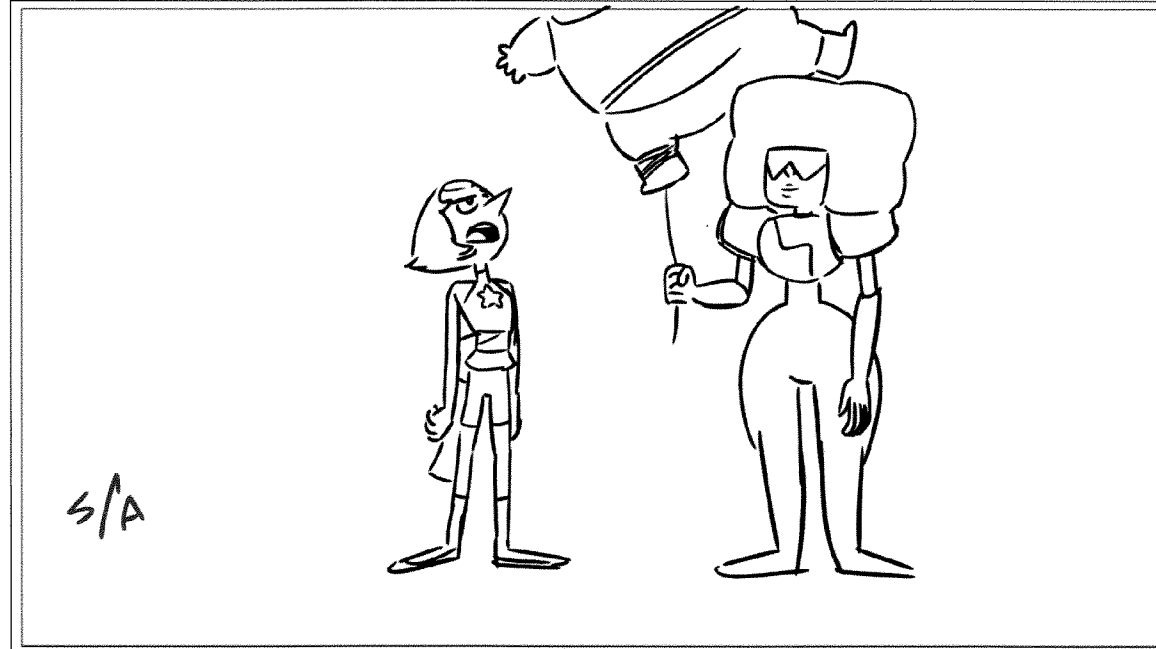
Scene	Panel
234	cont 14



Slugging
0.15

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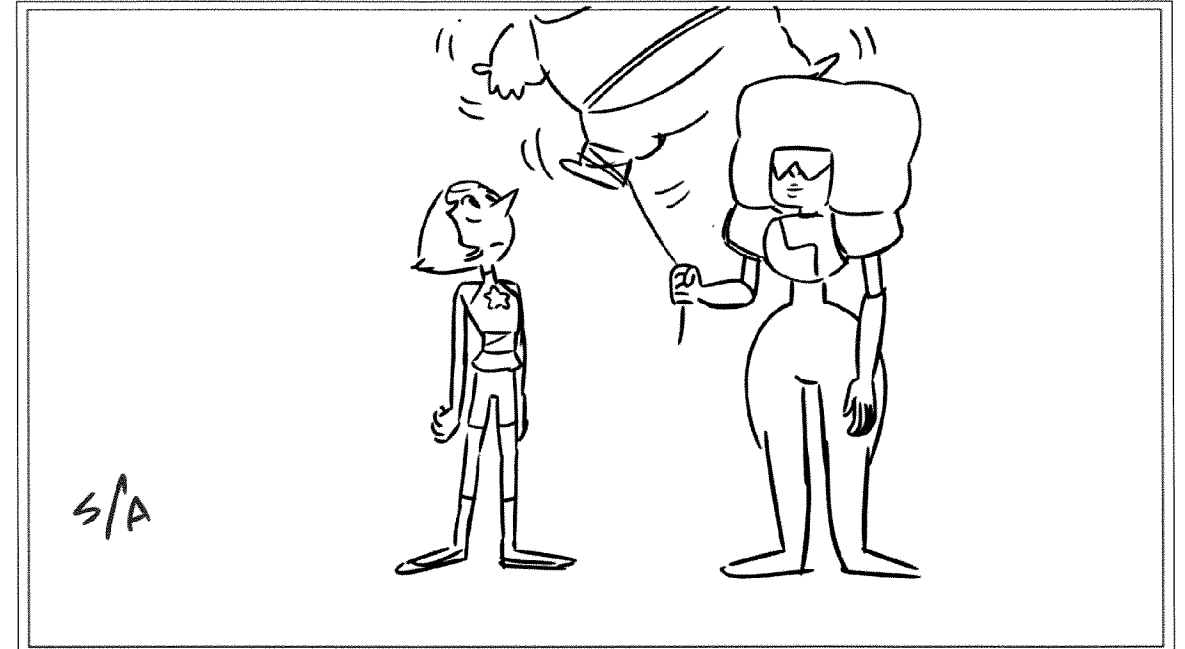
Scene 234 Panel 15



Dialogue
PEARL: I don't even want to know what happened to you.

Slugging
3.10

Scene 234 Panel 16



Dialogue
AMETHYST: I got hit by airplane.

Action Notes
Amethyst is shaking.

Slugging
2.14

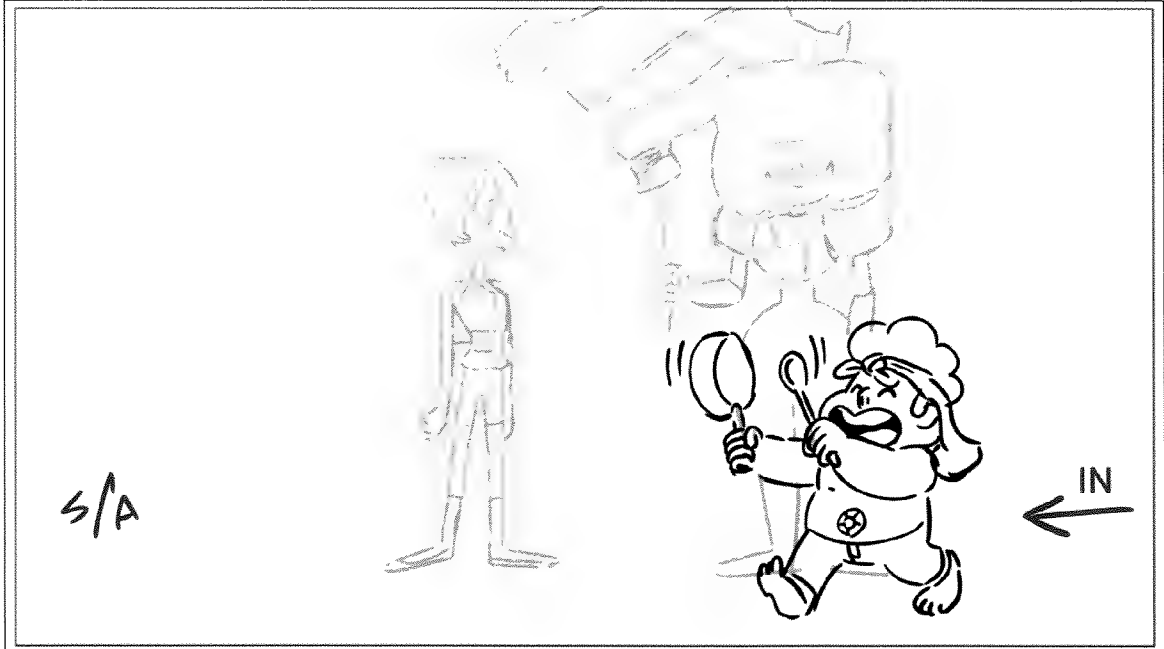
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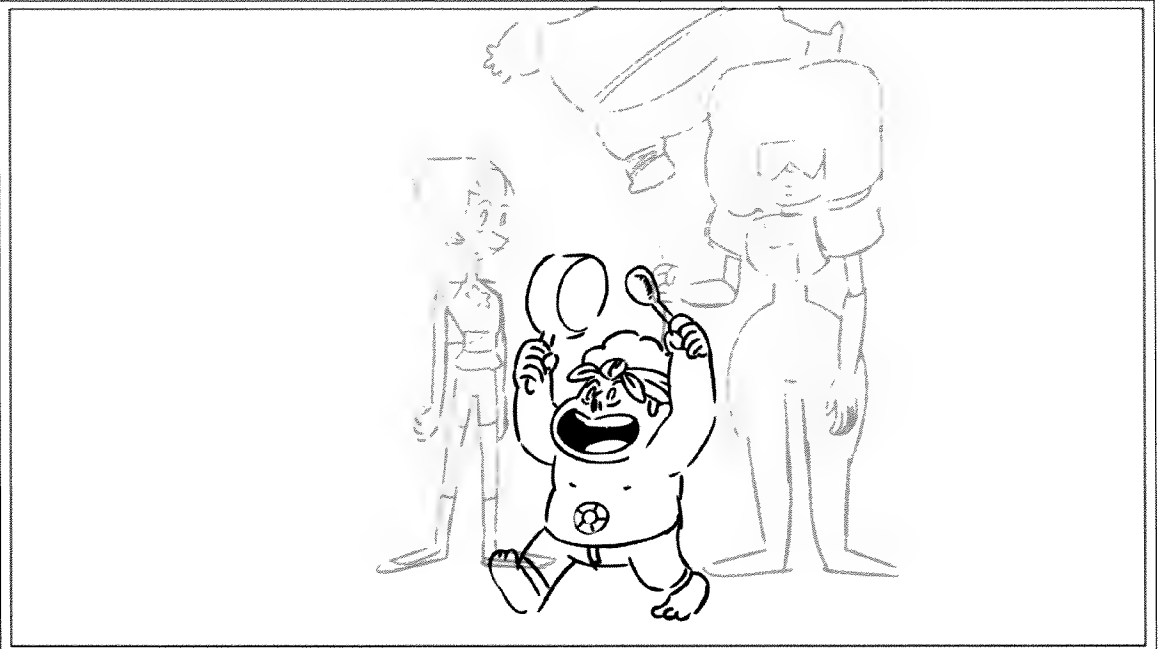
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Scene	234	Panel	17
			
Dialogue STEVEN: Pearls back!			
Action Notes Steven IN East. Steven is banging the spoon on the pot.			
Slugging 1.08			

Scene	234	Panel	18
			
Dialogue STEVEN: Pearls back!			
Slugging 1.12			
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Scene	Panel
235	1



Dialogue
STEVEN: Pearls back! Pearls back! Pearls back!

Action Notes
Steven circles Pearl clockwise.

Slugging
Panels 1 + 2 = 4.01

Scene	Panel
235	2



Dialogue
PEARL: Steven, what are you doing?

STEVEN: Pearls back! Pearls back! Pearls back!

Action Notes
Steven circles Pearl clockwise.

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Scene	Panel
236	1

**Action Notes**

Steven is banging the spoon on the pot.

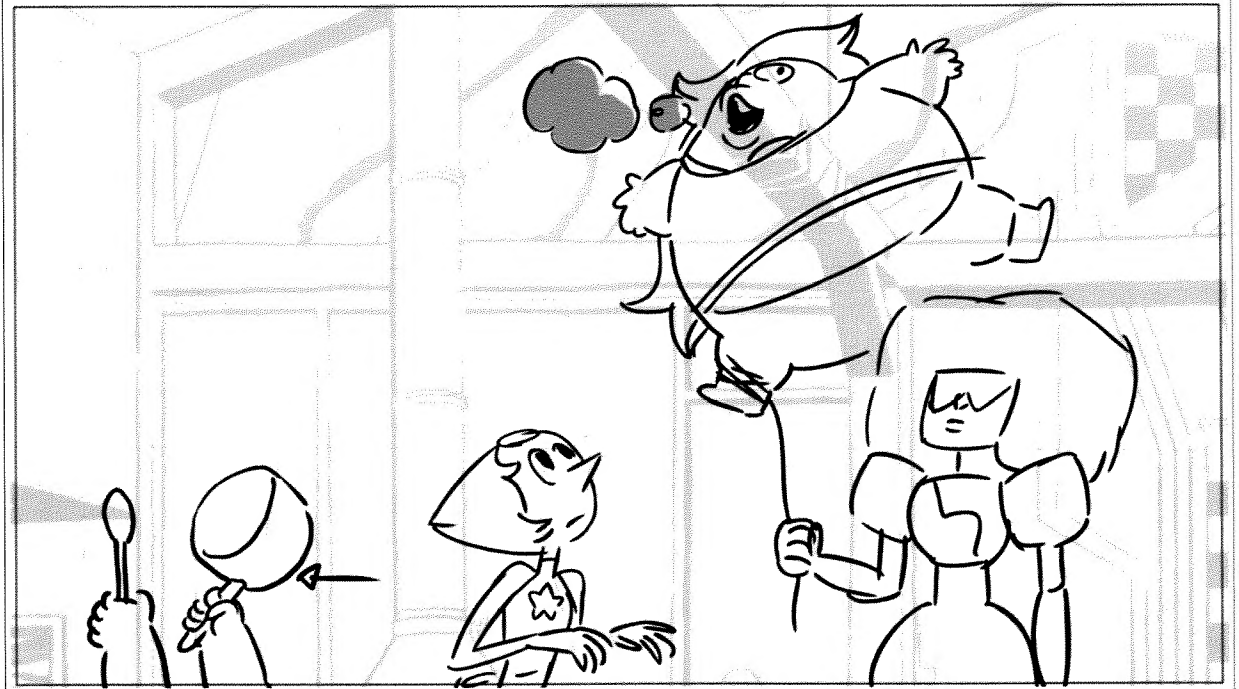
Slugging

Panels 1 + 2 = 1.09

Notes

Need -SP- H.U. Pearl to previous scene.

Scene	Panel
236	2

**Dialogue**

AMETHYST: *burp*

STEVEN: Pearls back!

Action Notes

Steven is banging the spoon on the pot.

Purple clouds come out of Amethyst's mouth.

Notes

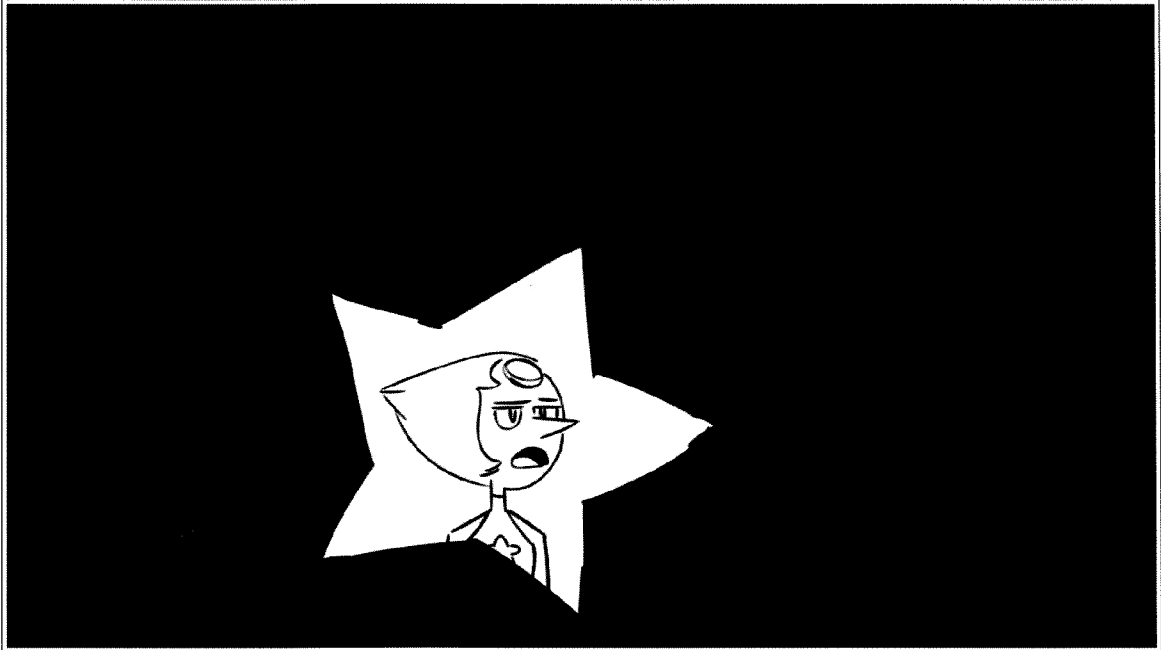
Need -SP- H.U. Pearl to previous scene.

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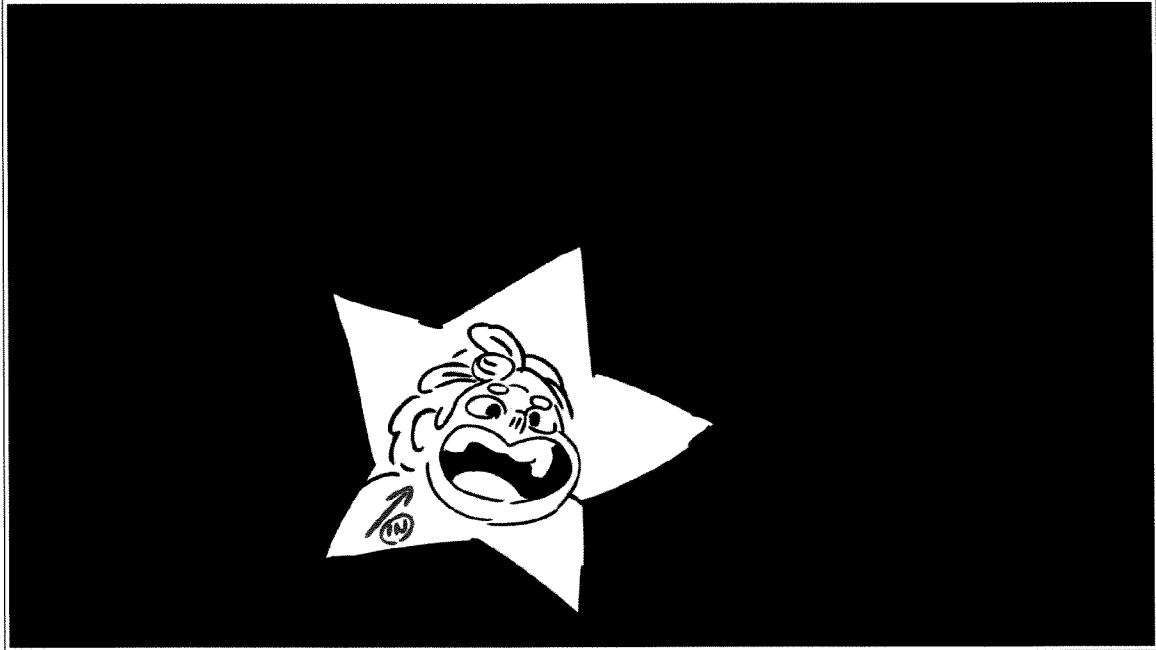
Scene	Panel
236	<i>cont</i>
	3



Dialogue
PEARL: *Exhale* I can't leave you guys alone for a second.

Slugging
3.10

Scene	Panel
236	<i>cont</i>
	4



Dialogue
STEVEN: Pearls back!

Action Notes
Steven IN in front of Pearl.

Slugging
0.15

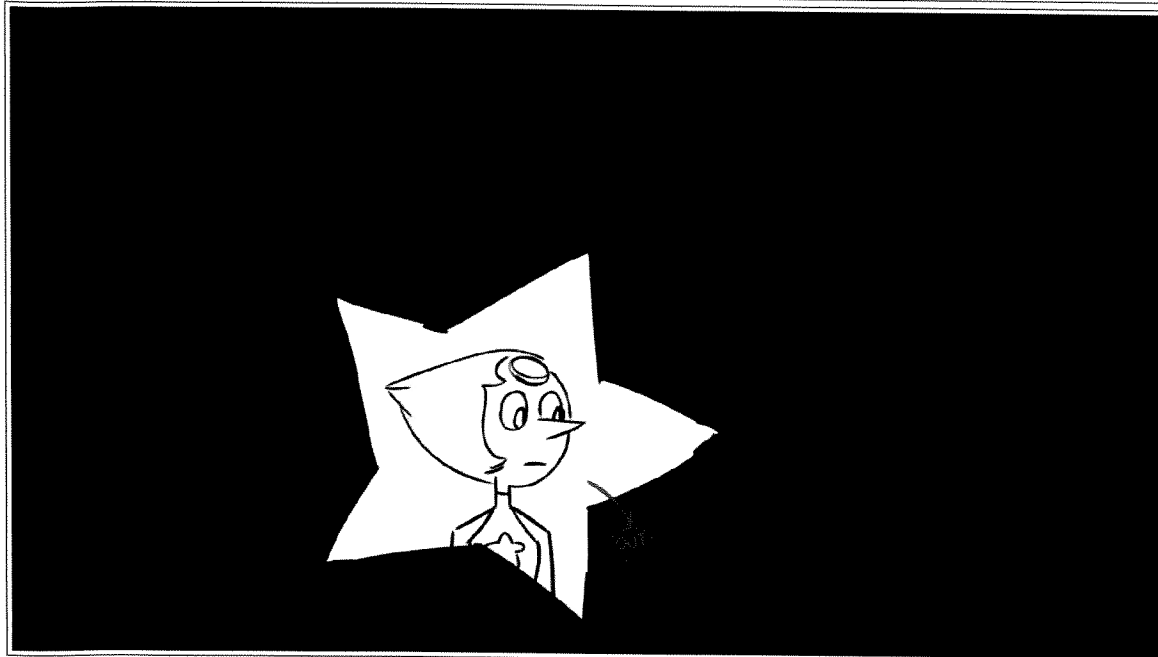
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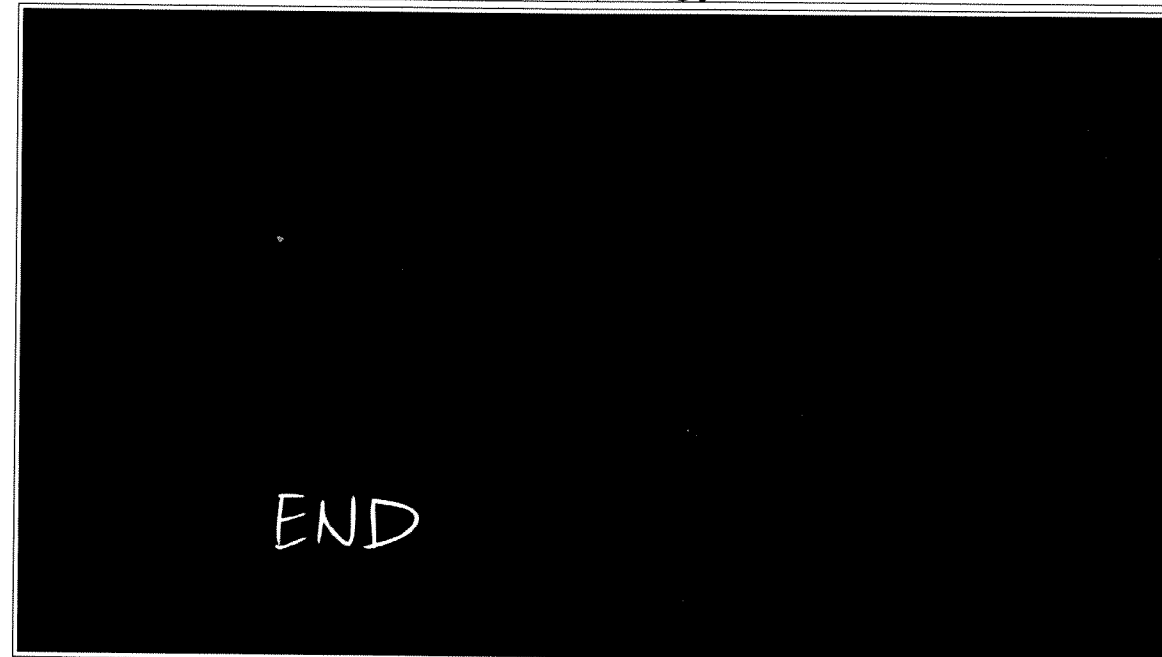
Scene	Panel
236	cont
	5



Action Notes
Steven OUT.

Slugging
1.02

Scene	Panel
236	cont
	6



Slugging
1.03

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